

# DEVELOPMENT OF GAME LEARNING MODEL OF OUTBOUND LOW IMPACT MOTION ARCHETYPE TO IMPROVE MOTION CONTROL, MOTION MEMORY AND CONCENTRATION OF STUDENTS WITH DISABILITIES

by Bernadeta Suhartini, Farida Mulyaningsih, Sumaryanti, Rachmah Laksmi A

## ABSTRACT

The purpose of the study was to produce a learning model of outbound low impact motion archetype games suitable for children with disabilities to improve motion control, motion memory and concentration of students with disabilities with intellectual disabilities

Research is a development research or R&D, Development research model using a model developed by Borg & Gall (2007: 580), with the following steps 1). The initial stage of information collection, 2). Planning stage, 3). Early Draft Development, 4). Initial field test, 5). Product revisions, 6). Main field test, 7). Revision of operational products, 8) Field tests operationally, 9) Revision of final products, 10). Dissemination . Expert validation is carried out using the Delphi technique by submitting model drafts to experts who are competent in the fields of adaptive physical education, motor development and learning, media experts and impaired experts. The study population was students of SLB I Mardi Putra Bantul, totaling 60 students, all pollution was used as a research sample. Content Validity Ratio (CVR) data analysis technique, percentage descriptive, and Kolmogorov Sminov test for presic tests. Test effectiveness using Wilcoxon statistics  $p \text{ sig.} < 0.05$  with pretests and postes.

The results of the CVR (Content validity ratio) statement scale test show that all 12 statements in total have good content validity, a CVR value greater than 0.30 means that it is valid. The overall validity results can be seen from the CVI (Content validity index) value of 0.917 or valid. Expert opinion on the game model of the archetype of motion out bound low impact for aspects: motion control, motion memory and concentration, all validators assess that it has succeeded as much as 5 (100%) then the feasibility test obtained a percentage value of 100% which means it is feasible to use, giving outbound low impact motion archetype games to improve aspects of motion control, aspects of concentration, and aspects of motion memory Better than the group without the provision of games then declared effective. Based on the results of research and discussion, it can be concluded that there is an effect of providing basic game games of outbound low impact motion to improve aspects of motion control, aspects of concentration, and aspects of motion memory. This shows that the data of the motion control aspect, concentration aspect, motion memory aspect of the experimental group have a larger average than that of the control group.

Kata Kunci: *Game archetype motion, out bound low impact, Motion control, motion memory, concentratio*