

Multimedia Technology in Physical Education Learning

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A. Conception and design of the study; **B.** Acquisition of data; **C.** Analysis and interpretation of data; **D.** Manuscript preparation; **E.** Obtaining funding

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ABSTRACT

The role of educational technology in teaching is very important because of the use of information and communication technology. With the help of various applications for education, the Internet, teachers, and students themselves they see the advantages of educational technology without face-to-face. Physical education is a subject that currently does not allow for direct face-to-face meetings, this is where multimedia plays an important role. This study tries to provide an overview of the importance and use of multimedia technology in physical education. Article search using Google Scholar with the keyword Educational Technology published since 2020-2024. The conclusion of multimedia technology motivates students to work independently where students are more motivated to return to learning and working because modern technical equipment is widely available at all times.

Keywords : Technology; Multimedia; Physical Education.

INTRODUCTION

Education should ideally be in accordance with the talents and abilities of students. Developing a living environment as a learning environment with a sense of nationality, honesty, safety, and creativity is the goal of education. (Omeri 2015). According to (Hernado, Soekardi, and Lestari 2017) & (Arifin, Fallo, and Sastaman 2017), sports are a systematic process that aims to foster a person's potential in order to form a whole person. In line with the above (Nurseta and Soenyoto 2017), the implementation of sports is carried out in stages, gradually and continuously. Sports in the school environment develop students in physical aspects which aim to form a whole person. Research by (Lowther et al. 2012) suggests that the role of educational technology does not yet have an appropriate position in the field of education, despite their recommendations. (Leu et al. 2009) stated that children from underprivileged families rarely use the Internet as a learning medium. Children today use modern technical equipment from an early age (Gutnick et al. 2011) so their arrival with new educational technologies in schools will not be a problem.

In the study (Greenhow, Robelia, and Hughes 2009), learners used modern multimedia learning tools. Serious research on the influence of educational technology on cognitive processes was conducted by (Kauffman 2004; Lee et al. 2008). The educational value of



the tool/application, knowledge, interaction between users and the positive effects of using it are functions of educational technology. A number of authors (Clements and Sarama 2003; Dynarski et al. 2007) suggest that teachers focus on five software programs that have the ability to influence learners:

1. Educational value of the program,
2. Children's involvement in learning,
3. Ease of use,
4. Interaction between users,
5. The possibility that the software program monitors the child's development.

Teachers must have adequate knowledge and follow the latest situation related to technology in the approach using perspectives through a wider range to support the design of educational technology integration that can benefit students and cultivate technology-based learning. (Szeto, Cheng, and Hong 2015). The principle in the implementation of multimedia learning will occur if we design a mental representation by combining text and graphic elements according to the form of learning (Kari Jabbour 2012). Using methods such as interactive multimodal information delivery; which is personalized can be used and accessed anywhere and anytime (Malik and Agarwal 2012). The integration of multimedia technology is beneficial for students in physical education learning. Currently, physical education learning cannot be done face-to-face. However, on the one hand, students who take part in this learning are required to remain active and maintain their physical fitness. Researchers assume that multimedia can answer that.

METHODS

This study attempts to provide an overview of the importance and use of technology in physical education. The literature study method is through searching articles using Google Scholar with the keyword Educational Technology published between the years 2020-2024.

RESULTS AND DISCUSSION

Technology in Learning

The same conclusion came by other authors (Dynarski et al. 2007) There are some major differences in the use of educational technology and traditional teaching. With the emergence of educational technology in the classroom, teachers are faced with the challenge that teachers integrate educational technology in their daily work. A number of studies have shown that a small number of teachers are willing to integrate educational technology in their teaching activities (Hermans et al. 2008; Stosic 2013; Wang, Ertmer, and Newby 2004). The reason is that there are two categories of teachers in understanding educational technology. Some of them have a thorough understanding of modern technical equipment and its operation while others think it is necessary for them to gain additional technical knowledge about equipment and methods, teaching methods, student-teacher relationships. These two groups represent a group of teachers between older and younger teachers. Older teachers during their studies did not have the possibility of training with modern technical equipment, did not have information technology, educational technology. While the younger generation of teachers has the knowledge needed for the use of educational technology. better understanding of educational technology requires a set of computer science, pedagogy, psychology, cybernetics, informatics. The knowledge



possessed by teachers is sufficient for the basic use of educational technology. The fact is that under the use of educational technology, especially due to poor school equipment, necessary resources, lack of information and knowledge of teachers and lack of interest and lack of motivation of teachers to use it. Teachers must be motivated to use the same because the use of educational technology in teaching provides better interaction with students, better reception of information because students receive knowledge in visual, auditory and kinesthetic ways. Among others, educational technology motivates students to work independently where students are more motivated to return to learning and working because modern technical equipment is widely available at all times.

Effectiveness of Multimedia

Learning that is currently accessible to the wider community, especially by all students. It must always develop and innovate with creativity in the use of technology as a learning medium that is adapted to science and technology (Surahman and Surjono 2017). Enhanced creativity can be developed into interactive multimedia for learning. Interactive multimedia as an effective learning media is: 1) delivering material that does not always use verbalism; 2) overcoming limitations of space, time, energy, and sensory power; 3) arousing enthusiasm for learning, more direct interaction between students and learning resources; 4) allowing children to learn independently according to their talents and visual, audio and kinesthetic abilities and 5) providing the same stimulation by uniting experiences (Jamilah, Raharjo, and Samsudi 2012). Some of the advantages of learning using multimedia over others are that there is no need to print or print and can be created / edited while teaching. It makes teachers easier and more efficient in presenting materials. Multimedia that is currently developing has great potential to become a learning tool and alternative for students (Arfan, Wilopo, and Wahyuni 2010). The use of learning media with multimedia will allow students to learn anywhere and anytime while teachers are not available or limited.

CONCLUSION

The application of educational technology improves cognitive skills and characteristics. With the help of new technology, there is an explosion of learning and receiving new information, especially on mobile devices. The use of learning media with multimedia will allow students to learn anywhere and anytime while teachers are not available or limited

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