



Development and Validation of Kid Tsu Chu Futbol Games for Character Development

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History Article

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Abstract

This research aims to develop and validation games to develop character in the students Football School under 12 years age group. This study was conducted using R and D. This study produced a product in the form of games related to the process of training, but can be used to develop the student's character. Games that resulted from this research given the name "Tsu Chu Kid Futbol Games For Character Development". Games have the flexible nature can be placed at the warm-up, core, and cooling at a football training process. The game must have at least two training purposes with the provisions of the first objective should be able to develop the character, and the second objective can develop one component among the components of the physical, technical, or tactics.

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INTRODUCTION

Yearning for community and employees of Indonesia's soccer national team achievements against the (national team) football and Soccer Club of Indonesia present Asian achievers or the world for a while should be arrested. Senior Football League Indonesia failed to reach the target of Sea Games gold since 1993 and failed to become a champion on all official Championships that followed from regional rate in Southeast Asia, Asia, let alone the present world. Results or accomplishments of the national more since year 2004-2014 can be seen in Table 1.

The national football team Indonesia besides hasn't been able to perform optimally, in coaching and interaction of the match also showed character. Premier Division football competitions as a professional competition that Indonesia has a less good image by proving to the existence of a case of football "elephant" in 2014, football matches where the team competed does not have the spirit or purpose to win the main values in sport. Several events in the football competition in Indonesia also happens to fights between players, hard

offense resulting in injury. The case of the Nova Zaenal and M. ights both when matches between first division Gresik United against exactly the Sriwedari Stadium on February 12, 2009 is tangible evidence that violence is still happening in Indonesia football competitions (Rahayu, 2009).

The effort of changing the negative behavior football players should start to be done by all parties. positive habits character on soccer player and all citizens is shared responsibility between the Government, the family, and all stakeholders, in particular the world of education both formal or non-formal. Soccer school (SSB) in the organizational structure of Coaching Soccer LEAGUE (Football Unity Throughout Indonesia) is a non-formal educational institutions. Soccer school coaching young players do age 7-16 years and doing Football Club coaching start up to 17 years of age senior (www.pssi.com). Failure and deterioration of achievements of the national football team and football club of Indonesia, and the bad characters, when a player system analysis based on coaching football was held in Indonesia then researchers argued it caused one of them by a system of coaching young players performed in

Table 1. The National Football LEAGUE team Senior Year 2004-2014 on competition between the Countries

Year	SEA Games	Tiger/AFF Suzuki Cup	Pre-Asia Cup	Asia Cup	Pre-World Cup	World Cup
2004		Runner-up		Group Stage		
2005	The 4th Position				Did not qualify (3rd in Group)	
2006		Group Stage				Did not qualify
2007	Group Stage			Group Stage	Did not qualify (Lost to Syria)	
2008		Semi Final				
2009	Group Stage					
2010		(Runner-up)	Did not qualify			Did not qualify
2011	(Runner-up)				Did not qualify (3rd in Group)	
2012		Group Stage				
2013	(Runner-up)					
2014		Group Stage	Did not qualify			Did not qualify

Source: author's documentation

Indonesia that SSB is still not done with optimal.

SSB in doing coaching vying to reach and grab the Championship title in the competition, but forget that students SSB is students who still need develop character or attitude, and behavior. According to Indra Safri (former coach of the U-19 national team), one of the problems in the construction of the SSB is the orientation of the coaches who want their students can soon win in an event competition between SSB. Exercise intensity is high, is eager to want to become a champion, will produce a great skill, but will ruin a player's mental and physical "(media.center.malangkota.go.id). Curriculum management issues that should be of particular concern in the management of educational institutions have not performed optimally. Sulistiyono (2015) States the most under the work management in the management of the school's football field is the field of curriculum and assessment.

The character is the nature or character of a person can be good and not good based on the assessment of the environment. Cognitive goals in training or learning must have a component of affective. Rank (level) according to the taxonomy of the affective domain Krathwol there are five, namely: receiving, responding, valuing, organization, and characterization. Receiving or attending, learners have special regard for the wishes of a phenomenon or a stimulus, for example, music, learning activities, sports activities, etc., in Mardapi Krathwohl (2011). Sulistiyono (2012) States through the play activities and practicing soccer in Real Madrid's Sports Social School Foundation 6 months after practicing UNY students experience a change of character. The biggest change in students who initially have the value of the character is undergoing a change for the better.

The number of SSB in Indonesia is huge, assuming an average SSB has 100 students, whereas the number of SSB in Indonesia reach approximately 2500 club and then the SSB is a container and potential if used as one of the media or the means to develop a positive character for this to be the root of the problems of the nation. Hope to develop character in students school football is hope of all people of the sport, but how do I or the method used is a question that must be answered. Basically explanation above researchers interested in improve a useful model for the coach of the SSB in an attempt to develop the character of the candidate and also a soccer player candidate citizens.

The configuration of the character in the context of the totality of the psychological and

social-cultural process can be grouped in: (1) imaging of the liver; (2) if to think; (3) physical/kinesthetic; and (4) Sports sense and intention. The process holistically and coherently have interconnections and complement each other, as well as each cluster is conceptually a great value in it contained a number of values (education and culture, 2011:10). Weinberg and a long-cited Sukadiyanto (2011) stated some of the characters can be embedded through sports activities, namely: fairness, sportsmanship, compassion, integrity and the process of instilling positive characters in humans is the integrated body cannot stand alone on the whole human potential (cognitive, affective, psychomotor).

Marco Aguiar, Goreti Botelho Thursday, Carlos Lago, Victor Maças, Jaime Sampaio (2012) in his research entitled Effects of Small-Sided Soccer Games stated that small sided games have an effect on the ability of techniques, tactics, and physically together at football games. Substance small side games are a model of exercise in the form of a field game that scaled down and the number of players reduced. Small side games used to achieve competence, physical techniques, and tactics together. This research has the same concept with the model of the small side games where a game approach is used to achieve a goal or competence in playing soccer, but there is the addition of the concept should be integrated, namely character components are integrated in the exercise techniques, tactics, and its placement or physical in practice sessions can be done on the heating core, session, or cooling. Based on explanation above this research aims to develop a model exercise Kid Tsu Chu Futbol Games as a positive character development efforts through the exchange activities play on student SSB and integrated on exercise.

METHODS

This research was research development (Research and Development). The development was carried out to obtain a model of "Kid Tsu Chu Futbol Games For Character Building". Research development in the sports world is widely used for finding solutions of practical problems. Research model of development was selected because of the research done on this product-oriented. Research development of measures undertaken in this research are as follows: (1) conduct an analysis of the information that has been collected, (2) develop the initial product, (3) validation specialists and revision, (4) field trial and revision of product (5) the final product.

RESULTS AND DISCUSSION

Researchers conducting the observation and interview against the coaches, the administrators, the students perform an exercise in process SSB (soccer school). The most important requirement is the coaches need practice models that are easily understood and implemented in the field. SSB student age groups 12 years would be more motivated and happy if approach or model of training applied is with how to play. The character development system is on exercise techniques, tactics, or physical nature is something urgent to do because not only does football school aims to provide skills to play soccer but character development is a goal that must be achieved.

The initial draft model practice football "Kid Tsu Chu Futbol Games" compiled consisting of the parts; (a) the name or title of the game, (b) recommendations or laying on the game at a practice session, (c) the purpose or competencies

can be developed through the game, (d) games organizations (e) illustration of the game, game instructions (f), (g) a variation of the game, (h) important tips on the game.

Validation of Data and description of Expert Validation done by providing draft initial written document "Kid Tsu Chu Futbol Games For Character Building" on expert. The expert further validate the draft/product game by filling out the question form containing his opinion of the quality of each game and give suggestions as well as comments so obtained a product that is ready to be tested in field. Opinions in the form of a score for aspects of the quality of the game by using numbers or score 1 to 5 and provide suggestions, feedback, critique so that products be ready to field test done. Here is a recap of the results and data analysis the results of the question given the fifth rate or expert.

Based on table 2 noted that the number of draft model games developed initially amounted

Table 2. Recapitulation Of Data Validation Results Against Experts Draft Model Practice Developed

Game Name	Score Assessment of Experts					Σ R = Number of Scores R1 + R2 + R3 + R4 + R5)	Mean R = Skor Rata-rata
	R.1	R.2	R.3	R.4	R.5		
Fish Balls Vs. Nets	41	42	43	41	42	209	41,8
To Pair Two Together	40	40	43	42	42	207	41,4
Together We Can	36	34	40	40	36	186	37,2
Keeping The Prisoners	36	36	36	36	40	184	36,8
2 Vs 2 + 4 N	20	22	24	24	22	112	22,4
Time Bomb	40	36	40	36	36	188	37,6
Wolves Counting	24	24	24	22	20	114	22,8
Fish Capture	42	41	40	40	40	203	40,6
Against The Tired	40	40	43	42	42	207	41,4
Tom & Jerry	20	22	24	24	22	112	22,4
The Water Carrier	40	40	40	40	36	196	39,2
Three line	36	36	36	36	36	180	36
Gost hunter	40	36	40	40	36	192	38,4
Ball chain	40	40	40	43	36	199	39,8
Police Vs Crime	42	41	40	43	43	209	41,8
Gol, Gol, Gol	36	36	36	36	36	180	36
Red Card	42	43	42	44	42	213	42,6
Horse	40	44	40	43	36	203	40,6
Take one foot bal	43	44	40	43	36	206	41,2
The Sun comes	24	22	24	24	24	118	23,6
Trowing one arm	43	44	40	43	36	206	41,2
Fair Play	43	50	40	43	43	219	43,8

Shoot Crime	43	42	40	40	40	205	41
Trampoline Running	42	40	40	43	36	201	40,2
The rescuer cat	22	26	34	24	24	130	26

Description table 2: R1: expert/pundit 1 (football field); R2: expert/Maven 2 (sport an early age); R3: expert/expert 3 (field of play theory); R4: Coach soccer school 1; R5: Coach soccer school 2; Σ R: total score from all rate/experts are kindly requested; Mean R: the average value of the entire rate

Table 3. Revision of the initial Product After being validated by experts

Section that In The Validation	Before Repair/Revision	After Repair/Revision
Clue game	The rules are more complicated Difficult to understand	Simpler rules Easier
The purpose of the game	Still less obvious	More suitable and acceptable logic
The competence achieved	Yet to accommodate left and right feet	The balance of the left and right feet relative already considered
The Title Of The Game	The title is now negative	Removed or replaced
Writing	Tata wrote and the consistency of the image is still not optimal	Fixes grammar and write a more consistent image
Clue game	Important things haven't given emphasis to note the coach	The important things were given a sign or special color
Clue game	There is no special entry section	Added section special notes to provide guidance on the coach

to 25 pieces. The terms of a model of a game's worth to said tested if the average score of the entire rate is a minimum of 60% of the maximum score that can be achieved that is 30 points. Twenty games were declared eligible for continued field test, while five games were declared unfit to wear due to his score under 30 points which means the quality of games. Five games are not worthy to do field test i.e. 2 vs. 2 + 4 neutral, cat rescue, the Sun came up, Tom and Jerry, counting wolves. Character, attitude, or the behavior that is expected to be developed is honesty, respect for others, care for others, hard work, cooperation, and discipline. The pattern of the game being developed are expected to give the sport a sense of motion and experience can help coaches in sending a message the value of the character at the same time the skills to play football. Coach factor becomes a key factor to be able to implement the game field is primarily the right picks in conveying the value of a character in a play. The advice and input of the initial draft of the expert team's response to the game was generally arranged.

Model workout "Kid Tsu Chu Futbol Games For Character Development" is the model that was created with the aim to develop students with the concepts of SSB characters integrate on

exercise techniques, tactics or physical, by way of playing. Model workout with the approach play titled "Kid Tsu Chu Futbol Games" used in the SSB does not need extra time because of the special character of the students. The concept of play is the excellence of this practice model, play make the students have a passion for training and feeling happy. The value of the character that will be developed should be able to be felt and found by students after playing through the guide the Guide questions asked coach, this model is expected to explore students to be able to find your own or be guided against the value of a character who wants to experience developed through play and coach Guide.

A model of exercise in the form of a game that successfully created still have deficiencies that must be enhanced so that it can be implemented optimally on the process of the exercise, i.e. the readability by users who haven't done the validation. Understanding, analysis, and the decisions of coaches take moments or events from which to send the message the character values require special skills on a coach. Training on the trainer or training of trainers is one of the solutions in order to attempt to develop students' character of the SSB through practice of football can be achieved optimally.

The other drawback is the amount of the value of the character that was developed while limited to six characters, namely the value of honest, caring same others, respect others, cooperation, hard work, and discipline. Character development is the effort to do constantly is not limited to the value of certain characters, therefore, coordination, cooperation, and synergies between organizations, trainers, community sports, community, family, football must always strived to care about the character development.

CONCLUSIONS

This research has resulted in a product in the form of a model of the game titled "Kid Tsu Chu Futbol Games For Character Development". "Kid Tsu Chu Futbol Games For Character Development" with 20 games that can be used as a source or a media exercise to develop character and skills, tactics, techniques or physical in playing football. The game contains product:

(a) the name or title of the game, (b) recommendations or laying on the game at a practice session, (c) the purpose or competencies can be developed through the game, (d) games organisations, (e) illustration of the game, game instructions (f), (g) a variation of the game, (h) important tips on the game.

Product "Kid Tsu Chu Futbol Games For Character Development" has a limitation that is not able to accommodate the entire value of the character. The value of a character that is expected to be developed was honesty, respect for others, care for others, hard work, cooperation, and discipline. The product of this game needs to be tested in field to know the level of implementation. Validation against this product has not yet come to the stage of validation of readability, but

focus on the validation of the content so that it lends itself the coaches still need real guidance when the game will be tested in the field. "Kid Tsu Chu Futbol Games For Character Development" is the model of the exercise which is expected to be implemented by the coach's early childhood and young age to develop character through training at the school of football.

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