



STUDENTS ENTHUSIASM TOWARD BADMINTON INSTRUCTION

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Abstract

Learning is a systematically designed process intended to facilitate students' acquisition of knowledge and skills. Badminton is a sport that involves the use of rackets and a shuttlecock, played either in singles or doubles format. Enthusiasm refers to a spontaneous emotional response characterized by excitement and eagerness toward a particular activity or event. This study aims to examine the level of students' enthusiasm toward badminton instruction. The research employed a quantitative descriptive method. The population consisted of all eighth-grade students at SMP Negeri 47 Bandung, located in the city of Bandung. A purposive sampling technique was utilized to select a sample of 30 students. Data were collected using a questionnaire as the primary research instrument. The results of data analysis revealed the following percentages for each sub-variable: enjoyment (40.44%), interest (47.77%), attentiveness (31%), persistence in learning (16.66%), resilience in overcoming challenges (37.88%), concentration during instruction (42.55%), and independent learning (14.66%). These findings indicate that the majority of students who demonstrated enthusiasm in badminton instruction were predominantly categorized under the sub-variable Interest.

Keywords: first keyword, second keyword, third keywo

INTRODUCTION

Physical education is basically an integrated part of the overall education system which aims to develop aspects of freshness and physical fitness in each individual so that individuals have critical thinking skills, emotional stability, social skills, reasoning and moral action through physical activities and sports. Physical education is a special teaching method used in cultivating knowledge, principles, norms, and regulations that apply in sports education.(Supriyadi, 2018)

Physical education is not only related to fitness and sports achievements. Broadly speaking, physical education is an integral part of education that includes cognitive, affective, and psychomotor aspects. Physical education is an integral part of overall education that aims to develop aspects of physical fitness, movement skills, critical thinking skills, social skills, reasoning, emotional stability, moral actions, aspects of a healthy lifestyle and introduction to a clean environment through selected physical activities, sports and health that are systematically planned in order to achieve the goals of national education.

Sport is an obligation of human activity, improving physical condition that is oriented in the fitness of the human body is part of health sports, besides that sport is a recreational means to get calm done in a sport, in addition to a means of improving physical condition and a means of recreation there is a very important thing, sport is a goal in improving one's achievements. Sport itself is the basis for a person to become more interested in doing sports activities. Sport also has a very important role in shaping fit and healthy human beings physically and spiritually.(Gumantan, Sina, & Pratiwi, 2020)

The rapid development of sports at this time requires careful preparation and handling. To realize the ideals of the nation's children who are completely physically and spiritually healthy, various coaching is needed for various sports achievements, including badminton. Badminton has a long and surprising history considering its relatively rapid introduction as a sport incorporated into the Olympics. Badminton was invented as long ago as long as 2000 years ago in the game *Battledore* and *Shuttlecock* which has been played in the countries of India, Greece and China. Badminton or badminton takes its name from badminton *House di Gloucestershire*, home *Duke of Beaufort*, where the sport is played (Nugroho, 2020)

Badminton is one of the games taught in the learning of penjas from elementary, junior high and high school. This game is a complex game that is not easy for everyone to do. Knowledge of techniques is required regarding special skills and abilities that are closely related to the smooth playing of badminton and mastery of basic techniques. Badminton is one of the famous sports in Indonesia that is able to excel at the international level. Badminton is also one of the sports that is widely loved by people around the world, even in Indonesia itself. This can be seen from the number of people who participate in badminton sports activities, both in RT level championships to the world level such as (Ardyanto, 2018)*Thomas*, Uber, and Sudirman Cup or Olympics. Badminton can be played from children to adults and can be played indoors or outdoors (Iswanto, 2022)

Learning is more emphasis on the acquisition of knowledge and the ability to carry out the form or form of skills learned without paying attention to the efficiency or effectiveness aspect. Learning is also a form of growth or change of a person that is expressed in a new way of behaving thanks to experience through learning. Learning is also a process that involves interaction between learners, teachers, facilities and the environment to gain knowledge, skills, and attitudes in achieving good goals (Budi, 2021)(Saleh & Malinta, 2020)(Pambudi, Winarno, & Dwiyo, 2019)

Enthusiasm is a feeling of excitement about something or something that happens. A positive response to something around us, of course, is highly expected because this response will

have an impact on daily behavior. Enthusiasm for learning is one of the positive attitudes that can support optimization in learning.(Andini, Ananda, Lase, Mulyani, & Gea, 2024)

SMP Negeri 47 Bandung is an institution for students to gain knowledge under the supervision of teachers. At SMP Negeri 47 Bandung, one of which is learning badminton. Efforts in this learning are for students to channel students' interests and achievements.

After conducting observations at SMP Negeri 47 Bandung, it was found that the students in this school were less enthusiastic about learning badminton. There are several factors that make the students at SMP Negeri 47 Bandung less enthusiastic, including inadequate facilities and infrastructure.

METHODS

- Types of Research : The method used is the Quantitative Descriptive method
- Population : The population in this study is all students of grade VIII of SMP Negeri 47 Bandung, Bandung City.
- Data Collection Techniques : Data collection techniques by distributing questionnaires as instruments in data collection.
- Data Analysis : By conducting a Validity Test and Reality Test

RESULTS AND DISCUSSION

From the results of the respondents' answers, the following data was obtained for the Happiness Variable sub-Variable:

Table 1. Learning Enthusiasm on the Sub-Variable of Feeling Happy

Average	Baku Junction	Variance	Percentage
12,13	1,59	2,53	40,44%

We can see the enthusiasm for badminton learning that occurs from one of the sub-variables, namely the sub-variable of pleasure. This sub-variable explains what makes the student feel happy in learning, while for the results or data obtained by the researcher we see the data table 4.1. In the table, it is known that the enthusiasm that occurs in the sub-variable of feeling happy has an average value of 12.13; standard deviation of 1.59; variance of 2.53 with a percentage of 40.44%.

From the results of the respondents' answers, the following data were obtained for the Sub-Variable of Interested Feelings:

Table 2. Learning Enthusiasm on Sub-Variables of Feeling Interested

Average	Baku Junction	Variance	Percentage
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14,33	2,02	4,09	47,77%
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Enthusiasm for badminton learning that occurs can be seen from one of the sub-variables, namely the sub-variable of Feeling of Interest. This sub-variable explains what makes the student have a feeling of interest in learning. Meanwhile, for the results or data obtained by the researcher, we see the data in table 4.2 in the table, it is known that the enthusiasm that occurs in the sub-variable of feeling interested has an average of 14.33; standard deviation 2.02; variance 4.09; with a percentage of 47.77%.

From the results of the respondents' answers, the following data were obtained for the Attentive Variable sub:

Table 3. Enthusiasm for Learning on the Sub-Variable Attentive

Average	Baku Junction	Variance	Percentage
9,30	1,17	1,39	31%

The enthusiasm for learning that occurs can be seen from one of the Sub Variables, namely the Attentive Sub-Variable, this Sub-Variable explains what makes the student have Attentiveness in learning, while for the results or data obtained by the researcher we see the data in table 4.3 in the table it is known that the enthusiasm that occurs in the Attentive Sub-Variable has an average of 9.30; standard deviation of 1.17; variance 1.39; with a percentage of 31%.

From the results of the respondents' answers, the following data were obtained for the sub-Variables of Perseverance in Learning:

Table 4. Learning Enthusiasm on the Sub-Variable of Perseverance in Learning

Average	Baku Junction	Variance	Percentage
5,00	0,74	0,55	16,66%

We can see the enthusiasm for learning that occurs from one of the Sub-Variables, namely the Sub-Variable of Perseverance in Learning in learning. Meanwhile, for the results or data obtained by the researcher, we see the data in table 4.4 in the table, it is known that the enthusiasm that occurs in the Sub-Variable of Perseverance in Learning has an average of 5.00; standard deviation of 0.74; variance 0.55; with a percentage of 16.66%.

From the results of the respondents' answers, the following data was obtained for the sub-Variables of Tenacity in Facing Difficulties:

Table 5. Enthusiasm for Learning in Tenacious Sub-Variables in Facing Difficulties

Average	Baku Junction	Variance	Percentage
11,37	1,24	1,55	37,88%

We can see the enthusiasm for learning that occurs from one of the Sub Variables, namely the Sub-Variable Tenacious in Facing Difficulties in learning, while for the results or data

obtained by the researcher we see the data in table 4.5 of the table it is known that the enthusiasm that occurs in the Sub-Variable Tenacity in Facing Difficulties in learning has an average of 11.37; standard deviation of 1.24; variance of 1.55; with a percentage of 37.88%.

From the results of the respondents' answers, the following data was obtained for the sub-Variables of Attention in Learning:

Table 6. The Gospel of Jesus

Learning Enthusiasm on the Sub-Variable of Attention in Learning

Average	Baku Junction	Variance	Percentage
12,77	1,52	2,32	42,55%

We can see the enthusiasm for learning that occurs from one of the Sub Variables, namely the Sub-Variable of Attention in Learning, while for the results or data obtained by the researcher we see the data in table 4.6 of the table it is known that the enthusiasm that occurs in the Sub-Variable of Attention in Learning has an average of 12.77; standard deviation of 1.52; variance of 2.32; with a percentage of 42.55%.

From the results of the respondents' answers, the following data was obtained for the sub-Variables of Independence in Learning:

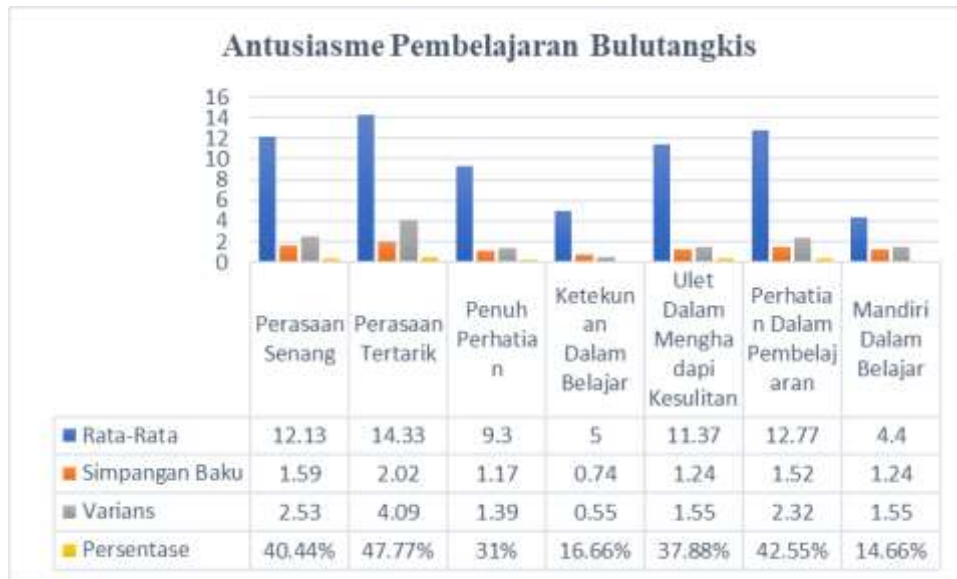
Table 7. Learning Enthusiasm in Independent Sub-Variables in Learning

Average	Baku Junction	Variance	Percentage
4,40	1,24	1,55	14,66%

We can see the enthusiasm for learning that occurs from one of the Sub Variables, namely the Independent Sub-Variable in Learning, while for the results or data obtained by the researcher we see the data in table 4.7 of the table it is known that the enthusiasm that occurs in the Independent Sub-Variable in Learning has an average of 4.40; standard deviation of 1.24; variance of 1.55; with a percentage of 14.66%.

The researcher also described the data from the respondents' answers in the form of a diagram. In the diagram section, below is the average value, standard deviation, variance, and percentage for the seven sub-variables. This is done by researchers to make it easier for readers to see the data as a whole. So that it can be compared between the seven sub-variables. The following is a diagram of badminton learning enthusiasm based on the seven sub-variables:

Figure 1
Sub-Variables of Badminton Learning Enthusiasm



Based on the results of the data obtained, it can be seen that the enthusiasm for learning in the sub-variable of feeling happy caused enthusiasm for learning by 40.44%, in the sub-variable of feeling interested by 47.77%, in the sub-variable of attentiveness by 31%, in the sub-variable of perseverance in learning by 16.66%, in the sub-variable of tenacity in facing difficulties by 37.88%, in the sub-variable of attention in learning by 42.55%, and in the independent sub-variable in learning by 14.66%. From these seven sub-variables, we can conclude that students' enthusiasm for learning badminton is greater due to feelings of interest, then independence in learning becomes the lowest enthusiasm.

Learning Physical education, sports and health is one of the areas of learning study, because good learning requires careful planning in implementation involving both education and students. The learning process involves two subjects, namely educators and students, which will produce a change in students as a result of learning activities. Learning is a process of cooperation between educators and students in utilizing all existing resource potentials, both potentials that come from within and outside the students themselves.(Hamzah, 2022)

From the data obtained, the researcher made calculations and got the results, namely the highest sub-variable of feeling interested. This is evident from the results of the calculation of the seventh sub-variable between the sub-variable of feeling happy, the sub-variable of feeling interested, the sub-variable of attentiveness, the sub-variable of perseverance in learning, the sub-variable of tenacity in facing difficulties, the sub-variable of attention in learning, the sub-variable

of independence in learning, it proves that the sub-variable of feeling attracted has a considerable impact on the enthusiasm of badminton learning.

The implications of this research are very important for the development of physical education, especially in the learning of badminton material at SMP Negeri 47 Bandung. These findings suggest that most students have reached a moderate level of mastery in the psychomotor skills required to play badminton. This confirms that physical education not only contributes to the physical aspects of students, but also to the development of their motor skills. The use of badminton as a badminton learning material shows success in motivating students to actively participate in physical activities.

After being associated with several articles relevant to this research, it was found that many related things such as research measures the enthusiasm aspect, more to find out the results of the level of student enthusiasm in the pjok learning that occurs, and the results of this research are also very supportive in order to find out the aspects of the research, especially the level of student enthusiasm.

From the following statement, it can be seen that the enthusiasm of students for learning badminton at SMP Negeri 47 Bandung in the city of Bandung has learning enthusiasm in the variables of feeling happy, feeling interested, attentive, perseverance in learning, tenacious in facing difficulties, attentive in learning, independent in learning.

CONCLUSION

From the research that has been carried out, the results are obtained, namely: The enthusiasm of badminton learning of grade VIII students at SMP Negeri 47 Bandung has enthusiasm in 7 sub-variables. Based on the results of the data obtained, it can be seen that enthusiasm in the sub-variable of feeling happy has a percentage of 40.44%, in the sub-variable of feeling interested has a percentage of 47.77%, in the sub-variable of attentiveness has 31%, in the sub-variable of perseverance in learning has a percentage of 16.66%, in the sub-variable tenacious in facing difficulties has a percentage of 37.88%, in the sub-variable of attention in learning has a percentage of 42.55%, and the last in the independent sub-variable in learning has a percentage of 14.66%. Of the seven sub-variables, the sub-variable of feeling interested is the biggest enthusiasm in learning badminton.

Based on this percentage data, grade VIII students at SMP Negeri 47 Bandung are not fully enthusiastic or not enthusiastic about learning badminton, sometimes they are enthusiastic about participating in badminton learning.

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