Volleyball Sport Instructional Media Based on Android

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ABSTRACT

Learning media is anything that can be used to deliver the message (study materials), so as to stimulate the attention, interest, and the role of students in learning activities to achieve learning objectives. The current technology is growing, the technology can be used in any process to facilitate human activities. One of the utilization of this technology is making learning media. Instructional media created in this thesis are the learning media sports volleyball android-based, which can help anyone who wants to learn to better understand the subject matter the sport of volleyball especially historical materials, facilities and infrastructure that are used in the game of sports volleyball, engineering basic volleyball. This application is also provided a menu of quizzes to hone knowledge of the user. This application is made with the prototype method Roger Pressman. The first step taken was to listen to complaints or requests from customers. From interviews with the customer made design application design that is then translated into a programming language that has been determined and the latter is testing, to determine whether the system is made in accordance with the requirements or not. The benefits of making the application of instructional media android-based sport volleyball is to provide a new learning medium for users to learn the material and volleyball sport can improve the user's understanding of the lessons the sport of volleyball.