

DEVELOPMENT OF A MEDIA DISPLAY OF THE TRUTH F SINGLE-MOTION FOR ATHLETES, COACHES, AND REFEREES-JUDGES PENCAK SILAT IN PADANG CITY

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Abstract

In addition to being a method of self-defense, the martial art known as Pencak Silat is also used as a kind of competition. In the sport of Pencak Silat, competitors choose between two different categories: the sparring category and the TGR category (Single Moves, Double Moves, Team Moves). This TGR category represents a conventional art of movement that is now up for debate. In this TGR category, the assessment criteria include memorization of motion, steadiness, passion, and stamina. Athletes and judges must learn every movement and sequence, and even the jury referee must grasp the right motions in line with the norms of movement of the TGR move. Athletes and judges are required to memorize every movement and sequence. This is done to assist athletes, coaches, referees, and judges comprehend the standard rules of motion for single moves. This research is a research development in the field of martial arts. It is anticipated that this product will also be required as a medium for demonstration purposes while upgrading referees and martial arts instructors. The research method known as research and development (R&D) is utilized. The research location is in the IPSI secretariat in Padang City, which can be found at GOR H. Agus Salim. The research stage begins with decommissioning, until the development of the first phase of research, then continues with the second phase of research, namely dissemination, which begins with packaging into the form of CDs and spreading to martial arts universities in the city of Padang through community service activities.

Keywords: athletes, material arts, martial arts move, pencak silat

Abstrak

Selain sebagai metode bela diri, seni bela diri yang dikenal sebagai Pencak Silat juga digunakan sebagai semacam kompetisi. Dalam olahraga Pencak Silat, peserta memilih antara dua kategori yang berbeda: kategori sparring dan kategori TGR (Single Moves, Double Moves, Team Moves). Kategori TGR ini mewakili seni gerak konvensional yang kini diperdebatkan. Pada kategori TGR ini kriteria penilaian yang diperhatikan antara lain hafalan gerak, kemandirian, gairah, dan stamina. Tidak hanya atlet, juri juga dituntut untuk mempelajari setiap gerakan dan urutannya, bahkan wasit juri pun harus menguasai gerakan yang benar sesuai dengan norma gerakan jurus TGR. Tidak hanya atlet, juri juga dituntut untuk menghafal setiap gerakan dan urutan. Hal ini dilakukan dengan maksud untuk membantu atlet, pelatih, wasit, dan juri dalam memahami kaidah gerak baku gerak tunggal. Penelitian ini merupakan penelitian pengembangan dalam bidang pencak silat. Diharapkan produk ini juga akan dibutuhkan sebagai media untuk tujuan demonstrasi selama penataran wasit dan instruktur pencak silat. Metode penelitian yang dikenal sebagai penelitian dan pengembangan (R&D) digunakan. Dengan lokasi penelitian berada di sekretariat IPSI Kota Padang yang dapat ditemui di GOR H. Agus Salim. Tahap penelitian dimulai dengan dekomisioning, hingga pengembangan penelitian tahap pertama, kemudian dilanjutkan dengan penelitian tahap kedua yaitu diseminasi yang diawali dengan pengemasan ke dalam bentuk CD dan disebarluaskan ke perguruan pencak silat yang ada di kota Padang melalui kegiatan pengabdian masyarakat.

Kata kunci: atlet, seni materi, jurus pencak silat, pencak silat

INTRODUCTION

It is thought that the area of Minangkabau was where the combat sport and martial art known as pencak silat was first developed. Pencak silat is a type of martial art. The practice of martial arts provides a form of self-defense for the members of the Minangkabau tribe, who are known for their nomadic way of life. This allows them to protect themselves against threats, such as being attacked or robbed by strangers while traveling or visiting a different nation. In addition to dancing or randai, the community of Minangkabau views martial arts not only as a means of self-defense but also as a form of artistic expression and a kind of recreational activity.

Martial arts are viewed not only as a means of self-defense but also as a form of artistic expression and recreational activity. Suppose one is paying attention to the parallels between the Minangkabau dance movement and the Pencak Silat movement. In that case, the Minangkabau dance movement is based on the Pencak Silat movement. The current head of IPSI West Sumatra, the previous mayor of Padang Fauzi Bahar, asserts that "in Minangkabau, religion, customs, and martial arts cannot be separated." He made this assertion while he was in office. This information was released during his speech of welcome at the opening ceremony of the Gelanggang Silih Baganti Festival in 2015. The festival was hosted between the several cities and regencies comprising West Sumatra.

Pencak Silat is a movement process that is a mechanism for self-defense against threats from someone or more than one who promotes self-safety by using limbs as weapons to attack and defend, and religious values surround it. Pencak Silat is a movement process that is a mechanism for self-defense against threats from someone or more than one. Pencak Silat is a movement

method that serves as a mechanism for self-defense against threats from one or more people. According to Kriswanto (2015: 14), the IPSI Executive Board and the State Intelligence Coordinating Board (BAKIN) in 1975 defined that martial arts are the result of Indonesian human culture to defend and maintain its existence (independence) and integrity (manunggal) to the surrounding environment/nature to achieve harmony in life to increase faith and devotion to God Almighty. This achieved harmony and increased faith and devotion to God Almighty.

This was done to promote harmony and increase faith and devotion to the Almighty God who created the universe. The art of martial arts can be conducted as a sport and as a sort of dance. Dancing is another form of martial arts practice. In addition to its more traditional aspects, the practice of martial arts also incorporates aesthetic aspects into its training. The art of self-defense, known as Pencak Silat, strongly focuses on developing exceptional physical conditions to allow practitioners to defend themselves against various potential dangers. Movement in Pencak Silat includes several different strikes and kicks, as well as locks, slams, cutouts, and dodges; these are all performed in conjunction with a sequence of steps and easels. The movements of Pencak Silat are widely used as the movements of dances. When performed as dance, the martial arts movements are more intricate and packed with "bunga," also known as Kembangan. Many people are unaware that she uses dancing as a martial art, even though many forms of martial arts significantly influence the moves. The formation of eleven primary schools or lines of Silat can be attributed to the Minangkabau Realm. To be more explicit, the information below is presented in a table for your perusal:

1	Silek Tuo (Silat Tua)	7	Silek Luncua (Silat Luncur)
2	Silek Harimau (Silat Harimau)	8	Silek Gulo-Gulo Tareh (Silat Gulo-Gulo Tareh)
3	Silek Lintau (Silat Lintau)	9	Silek Baruah (Silat Baruh)
4	Silek Sitaralak (Silat Sitaralak)	10	Silek Kumango (Silat Kumango)
5	Silek Pauah (Silat Pauh)	11	Silek Ulu Ambek (Silat Ulu Ambek)
6	Silek Sungai Patai (Silat Sungai Patai)		

Table 1. Pencak Silat traditions college in Minangkabau

Source: Pencak Silat traditions college in Minangkabau, IPSI Padang City (December 2020).

In addition to this, organizations such as IPSI (the Indonesian Pencak Silat Association), FP2STI (the Forum for Indonesian Traditional Silat Lovers and Conservationists), and PERSILAT (the World Martial Arts Organization) oversee fostering and managing Pencak Silat Activities. These organizations govern Pencak Silat and are responsible for its development. In addition, these organizations oversee promoting and managing activities related to Pencak Silat (Pencak Silat Guild Between Nations). As of right now, there are a total of 33 members of the Pencak Silat Organization from various parts of the world who are registered or have been registered in PERSILAT. These individuals are from a variety of different countries.

Pencak Silat is a style of martial arts that is also practiced as a sport, and it is an activity that leads to many successes, notably for the locations in which it is practiced, as well as for the athletes who practice it. These successes can be attributed to the activity. The city of Padang hosts several championship events for the art of Pencak Silat, and the city regularly plays host to tournaments at the student, student, and intercollegiate levels for the art. IPSI Padang city maintains a record of the achievements written by athletes from Padang city at a variety of championships on many different levels, including regional, national, and even international. All three tiers of competition have been represented at these championships. The

kind of martial arts known as Pencak Silat is practiced to provide a strategy for personal protection and as a form of athletic competition. Competitors in the sport of Pencak Silat can compete in one of two distinct categories: the sparring category or the TGR category (Single Moves, Double Moves, Team Moves). This TGR category exemplifies a traditional form of movement currently up for discussion and consideration. The assessment criteria considered for this TGR category include memorization of movements, stability, passion, and stamina. Athletes and judges are required to learn every movement and sequence, and even the jury referee must understand the proper motions in line with the norms of movement of the TGR move. Athletes and judges are expected to learn every movement and sequence. The athletes and judges must have every maneuver and sequence committed to memory.

As a result, it is vital to design a medium that presents the reality of motion to make it easy for athletes and referees to learn how to execute the TGR move. This will help ensure that the move is performed correctly. The developed products are limited to displaying the truth of the Single Move movement to assist athletes, coaches, and judges' referees in comprehending the standard rules of the Single Move movement. This is because there is no single move truth demonstration medium in the form of a computer application that can be used as a

tutor for athletes, coaches, and referees in the city of Padang. This was done since Padang does not contain a single-move truth demonstration medium. In each Pencak Silat tournament, the Single Moves category is where it is found that athletes continue to commit errors in both the laws of motion and the sequence of actions. This is the category in which the errors are identified. Inexperienced athletes, including athletes, continue to make the same mistakes repeatedly because it matches the criticism they get from their instructors. At the same time, they are training and are often the ones who fall into this category.

METHOD OF RESEARCH

Research and development (R&D) are a method that was taken to produce a product in the form of a website that IPSI Padang City can maintain. This research was created with this end goal in mind. According to Putra (2012), "in simple terms, R&D can be defined as a research method that is deliberately, systematically, aims/directed to find, formulate, improve, develop, produce, test, product effectiveness, model, method /strategy /method, service, the procedure of course that is superior, new, effective, efficient, productive, and meaningful." Therefore, R&D stands for research and development.

Research and Development (R&D) is a procedure used to make goods and test these products' performance, as Sugiyono (2009) stated. R&D is an abbreviation for the term "research and development." A qualitative approach was taken in the process of constructing this single motion-proof demonstration media, and it was this qualitative approach to data search that was utilized. This was done to determine how valid the newly generated media is as a source of information. According to Putra (2012), qualitative research methods acquire qualitative data in their studies. Because of this, the data is mostly obtained through observation and interviewing of the subjects of the study. Therefore, a qualitative

method was used in the research to phrase it another way.

The population for this study included individuals who were members of the parent martial arts organization IPSI Padang City and participated in activities linked to martial arts. Athletes, coaches, and officials serving as referees and judges made up this group. A research sample is a subset of a population selected to collect data; this subset may or may not represent the full population. A research sample can be defined as a subset of a population selected to conduct research. The author used a sampling method known as simple random sampling. According to Riduan (2005), simple random sampling is defined as follows: "Simple random sampling is a method of sampling from members of the population using random without paying attention to the strata (levels) in the population members which are not recorded and the samples taken are 15 people."

The research on media development demonstrating the truth of the single move was carried out at the IPSI secretariat office in Padang City, located at GOR H. Agus Salim, as a data center and place for formulating agendas for martial arts activities. This location serves both as a place for formulating agendas for martial arts activities and as a place for storing data. This place was chosen for the investigation because of its accessibility. The practicality test phase was carried out at the GOR FKKSP Semen Padang. This was the area where the test was carried out. The flow of research that is carried out begins with the dissemination of the development in the first stage of research, then continues with the second stage of research, namely dissemination beginning with the publication, and finally arrives at the recommendation of display media products that have been developed. This is done following the stages of research, which dictate the order in which the research is carried out.

According to Thiagarajan and Semmel's research findings, producing this medium

adheres to a four-stage paradigm that starts with the defining stage and then moves on to the designing stage, the developing stage, and the deploying stage. The defining stage is the first stage in the process (in Trianto, 2011: 93). The stage known as "defining" has its primary objective to identify the fundamental problems that need to be solved due to this inquiry. To name only a few more examples: 1) In IPSI Padang City, no media outlets can provide evidence that the single motion is accurate. 2) The demand for media in Padang that instructors, competitors, and judges of martial arts events can use in their work. At this point, media analysis is performed to determine the extent to which the media demonstrating the correctness of this single move is valid and practical in terms of assisting martial arts practitioners, trainers, and referees to be able to perform every movement of the standard single move correctly and with good spirit. The goal of this stage is to determine whether the media demonstrating the correctness of this single move can help martial arts practitioners, trainers, and referees to be able to perform every movement. At this level, the objective is to ascertain whether the evidence supporting this single maneuver's soundness is legitimate and applicable in real-world situations.

There are a total of four activities that take place during the design stage of the process. Among these is the creation of a criterion-referenced test, the determination of a suitable medium, and the execution of an initial design. The activities that are carried out at this stage include, according to Thiagarajan (quoted in Trianto, 2011: 95), the following: a) Compiling a test of criteria; b) Picking an exercise medium that follows the material and characteristics of media users; and c) Selecting the mode of presentation. In addition, Sugiyono wrote that "the product's design must be incorporated in an image or chart" (2011: 413). Because of this, it will be possible to utilize it as a handle when judging and producing the product.

This stage is packed with a range of activities during the process of developing this demonstration media, including the actions that are listed below as examples: 1) Create the layout theme following the requirements associated with the single move motion appraiser, taking into consideration the irritating faults that usually occur in each move. Getting to the bottom of this will need identifying the irritability errors. 2) Collecting the information and other materials that will be incorporated into the various components of the presentation media. The required information includes tutorials on the standard movement of single moves for upgrading national referees, photos, videos, single-move rule books, and videos of the 2016 national upgrading instructor demonstrating how to play by the single-move rules, amongst other things. 3) Provide an outline of the product concept based on the problems linked with continuous motion. 4) Make a list of all the tasks that need to be completed for each distinct product development (time scheduling).

Before continuing with the product design process past the current phase, the product design must first have its design validated. This step must be finished before going on to the next one. Validation of the product design is a task that knowledgeable professionals must carry out. According to the results of the validation that were carried out by the validator, it appears that the product's design may still require some adjustments to bring it into compliance with the proposal provided by the validator. Therefore, the athletes, coaches, and officials serving on the jury for the Padang City Pencak Silat competition have had their requirements taken into consideration during the design process of the items that will be made.

The objective of the Development Stage is to produce demonstration material that has been vetted by experts and which has subsequently been modified to conform to the specifications laid out by the athletes, coaches, and referees who will serve on the Padang City

Pencak Silat jury as a result of the input they provide. Validity tests are performed during the development phase. These tests verify whether the concepts, language, shape, and media display are correct. In this phase, other validated things include the fit of the page link, the completeness of the data, and the function of each navigation button. Further testing was conducted on the website in Padang, where it was first validated, then modified, and ultimately tested on various athletes, coaches, and martial arts judges.

Its practicality can be defined as the amount to which the demonstration medium is beneficial as a lesson for martial arts practitioners both as an area of achievement and as a component of Minangkabau culture. This activity is carried out to determine the extent of the benefits and the practicability of the media showing the truth of the movement of the single move of IPSI Padang City as a tutorial media. This activity is carried out to determine the extent of the benefits and the practicability of the media showing the truth of the movement. Athletes in the city of Padang who specialize in single moves will benefit from this exercise if they can do each series of standard single moves in a manner that is not only proper but also supported by a desire for the entire. This is the purpose of the activity. And the final stage is the deployment stage, also known as the publication stage in the martial arts setting, which includes

training fields, athletes, trainers, and referees for judges. This stage can also be considered when the information is made public.

DISCUSSION AND RESEARCH FINDINGS

Display of Truth Demonstration Media Application on Single Moves in Pencak Silat

Completing development research should produce a product that satisfies users' requirements, is easy to use, is legitimate, and can be applied to circumstances that occur in the real world. To get high-quality material, this factor is a significant aspect that must be given some attention. By paying attention to this issue, researchers in the city of Padang came up with a way, to tell the truth about single moves to the city's judges, athletes, and coaches. With a look that was purposefully crafted to convey the negative characteristics of the persona being portrayed. In addition, there is an illustration of the product that can be found in the figure that is attached here.

1. A presentation of the welcome screen.

This view presents the first image seen on the screen when the media was initially played for the first time. Clicking the respective buttons on this page will take you to the empty-handed, machete, and toya motion series pages. This display also has access to all these pages.



Figure 1. Welcome screen display

2. Page views with nothing in them

Displays a series of hand-to-hand movements (no weapons are used), beginning with skill 1, which consists of seven motions; continuing with skill 2, which consists of six motions; continuing with skill 3, which consists of five motions, skill 4, which consists of seven motions, skill 5, which consists of six motions, skill 6, which consists of eight motions, and skill 7, which consists of ten motions. In addition, there are 14 buttons on this page, which is the same as the total number of single-move possibilities that are possible in the full series. In addition, there is a video player portion that illustrates

the mistakes that athletes make when competing in the games by demonstrating the actions of athletes while they are competing. This serves as an illustration of the motions that athletes make while competing. This page also references the precision of movement as an example of a correct movement taken from a national standard single-move demonstration. You can find this reference a little farther down the page. You may find this illustration farther down on this page. In addition, a button can be used to play a video available for each movement included in each set of motions.



Figure 2. Empty-handed page views

3. Pages that do not contain any content Location for the Digital Video Player

By clicking the play button inside this section, users of the media will be able to watch a video of the athlete's performance while participating. Athletes can pause and

play the video to examine it in greater depth. After doing so, they can evaluate their results by considering additional instances of standard moves obtained from national demos.



Figure 3. Video view of single-show athletes

The Feasibility of the Media to Show the Realities of Individual Actions in Pencak Silat

According to the media practicality test findings, the truth of the single move against the referees of the coaching judges and athletes in the city of Padang found that the answers varied based on their interest and interest in the development of the media. This was discovered while investigating the truth of the single move against the referees of the coaching judges and athletes. This turned out to be the case. In general, practicability with practical criteria is assessed on the technical quality aspect of media, very parquet is assessed on the language and sound aspects, and practicability is tested on the expediency aspect of media. After analyzing the criteria for using interactive technology to teach the hijaiyah letters to students in early childhood, researchers concluded that the criteria ought to be "practical." The results of this examination were determined by taking the overall average of the several criteria used.

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successes can be attributed to the activity. The city of Padang hosts several championship events for the art of Pencak Silat, and the city regularly plays host to tournaments at the student, student, and intercollegiate levels for the art. IPSI Padang city maintains a record of the achievements written by athletes from Padang city at a variety of championships on many different levels, including regional, national, and even international. All three tiers of competition have been represented at these championships. The kind of martial arts known as Pencak Silat is practiced to provide a strategy for personal protection and as a form of athletic competition. Competitors in the sport of Pencak Silat can compete in one of two distinct categories: the sparring category or the TGR category (Single Moves, Double Moves, Team Moves). This TGR category exemplifies a traditional form of movement currently up for discussion and consideration. The assessment criteria considered for this TGR category include memorization of movements, stability, passion, and stamina. Athletes and judges are required to learn every movement and sequence, and even the jury referee must understand the proper motions in line with

the norms of movement of the TGR move. Athletes and judges are expected to learn every movement and sequence. The athletes and judges need to commit every maneuver and sequence to memory.

CONCLUSION

The results of the tests conducted in Padang City on referees, players, and martial arts instructors were reported in the media afterward. According to what has been demonstrated in the media, this quality enables it to serve both as a tool for persons who practice martial arts and as something that can be used to educate oneself at home. In other words, it can serve both functions at the same time. In the Pencak Silat matches held in Padang City, the demonstration media can standardize movement among the coaches, players, and officials. This will assist in reducing the amount of movement-related soreness experienced during individual moves. It is thought that the digitization of the media utilized for exhibiting the movement of standard single moves would favor the capability of referees, athletes, and coaches to comprehend standard single moves. Information and communication technology advancement will proceed concurrently with implementing these improvements. There is still much room for development in the media for interactive media to be useful and efficient, simple to operate and evolve into a pleasurable learning medium for children. This is because there is still much opportunity for development in the media.

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