

DAFTAR PUSTAKA

- Amni, H., Ruhayati, Y., & Sultoni, K. (2017). Pengembangan teknologi alat pelontar bola tenis lapangan berbasis microcontroller. *Jurnal Teknik Komputer*, 2(1), 18–24. Universitas Pendidikan Indonesia. <https://doi.org/10.17509/jtikor.v2i1.4957>
- Arikunto, S. (2002). *Prosedur penelitian: Suatu pendekatan praktik* (Edisi Revisi). Jakarta: Rineka Cipta.
- Arikunto, S. (2004). *Prosedur penelitian: Suatu pendekatan praktik* (Edisi Revisi). Jakarta: Rineka Cipta.
- Bompa, T. O. (2006). *Periodization: Theory and methodology of training* (5th ed.). Champaign, IL: Human Kinetics.
- Cross, R. (2020). Topspin generation in tennis. *ResearchGate*, 8–10. https://www.researchgate.net/publication/330763312_Topspin_generation_in_tennis
- Dick, W. (2015). *The systematic design of instruction* (8th ed.). Boston: Pearson Education.
- Doe, J., & Smith, A. (2023). The meaning and psychological impact of silver color in product design. *Journal of Design Psychology*, 5(2), 45–52. <https://octet.design/journal/silver-color-meaning/>
- Gall, M. D., Gall, J. P., & Borg, W. R. (2007). *Educational research: An introduction* (8th illustrated ed.). Boston: Pearson/Allyn & Bacon.
- Hartanto, D., Dewi, U., Abdillah, F., Fuzita, M., & Qosim, A. (2023). Sosialisasi efek penggunaan alat bantu tenis lapangan. *AMMA: Jurnal Pengabdian Masyarakat*, 2(10), 1181–1185. Universitas Muhammadiyah Jakarta.

Isa, Y. (2024). Model-model pengembangan produk R & D (Research and Development) dalam pendidikan. *Social Science Academic*, 2(1), 45–53.

Kristina, R. (2024). From likes to love: A qualitative study of social media content and the popularity of tennis in Indonesia. *Journal of Humanities Social Sciences and Business*, 3(3), 554–564. <https://doi.org/10.55047/jhssb.v3i3.1078>

Lambrich, J., & Muehlbauer, T. (2023). The role of increased post-impact ball speed on plantar pressure during topspin and slice longline forehand groundstrokes. *BMC Research Notes*, 5–6. <https://bmcresearchnotes.biomedcentral.com/articles/10.1186/s13104-023-06614-6>

Lardner, R. (2013). *Tennis: Steps to success* (3rd ed.). Champaign, IL: Human Kinetics.

Lucas, L. (2008). *Tennis fundamentals*. Champaign, IL: Human Kinetics.

Marcel, G. (1988). *The art of tennis*. Zurich: Tennisverlag.

McNair, A. (2021). Biomechanics and player development in tennis: The role of structure and technique. *Sport Science Review*. <https://pmc.ncbi.nlm.nih.gov/articles/PMC2577481/>

Mulyatiningsih, E. (2016). *Metode penelitian terapan bidang pendidikan*. Yogyakarta: Alfabeta.

Nadgir, N. (2024). Analyzing the impact of rising temperatures on tennis performance and athlete health. *Journal of High School Science*, 8(3), 108–120. <https://jhss.scholasticahq.com/articles/121465-analyzing-the-impact-of-rising-temperatures-on-tennis-performance-and-athlete-health.pdf>

Najami, A., & Ghannam, M. (2025). Immersive VR tennis training with real-time motion sensors: Enhancing swing consistency and situational awareness. *arXiv preprint arXiv:2504.15746*. <https://arxiv.org/abs/2504.15746>

Parry, T. E., & O'Rourke, L. (2023). Skill acquisition and representative design: Recommendations for tennis practice. *ITF Coaching & Sport Science Review*, 30(89), 49–54. <https://doi.org/10.52383/itfcssr.30.89.2023>

Prasetyo, T. (2024). The effectiveness of Kemp Vincent Rally Tennis method to improve groundstroke consistency in beginner-intermediate players. *Journal of Applied Sports and Physical Education*, 7(6), 181–185. <https://doi.org/10.36348/jaspe.2024.v07i06.003>

Rahman, A. (2011). *Teknologi pembelajaran dan media untuk belajar*. Jakarta: Kencana Prenada Media Group.

Salamah, A., Adawiah, R., Rashid, A., & Mukhtar. (2020). Development of learning design using the ADDIE model to improve students' competency in computer assembly. *PalArch's Journal of Archaeology of Egypt/Egyptology*, 17(9), 5123–5133.

Scharff, R. (1979). *Tennis for beginners*. New York: Prentice Hall.

Sugiyono. (2009). *Metode penelitian kuantitatif, kualitatif, dan R&D* (Cetakan 1). Bandung: Alfabeta.

Sugiyono. (2011). *Metode penelitian pendidikan*. Bandung: PT Remaja Rosdakarya.

Sugiyono. (2013). *Metode penelitian kuantitatif, kualitatif, dan R&D*. Bandung: Alfabeta.

Sukadiyanto. (1991). *Dasar-dasar kepelatihan olahraga*. Jakarta: Departemen Pendidikan dan Kebudayaan.

Sukadiyanto. (2005). *Pengantar teori dan metodologi melatih fisik*. Yogyakarta: Andi Offset.

Lampiran 1 : Pedoman Wawancara

PENGEMBANGAN ALAT LATIHAN UNTUK MENINGKATKAN *IMPACT* DALAM PUKULAN *TOPSPIN* DAN *SLICE*

Tujuan:

Pedoman ini digunakan untuk mewawancarai pelatih dan pemain yang telah mencoba alat bantu latihan tenis hasil pengembangan, guna memperoleh data kualitatif yang mendalam mengenai efektivitas, kenyamanan, dan potensi pengembangan alat ke depannya. Pertanyaan Wawancara (Data Pendukung Deskriptif):

Bagaimana pendapat Anda tentang alat bantu latihan pukulan *topspin* dan *slice* yang telah digunakan, baik dari segi kemudahan penggunaan, manfaat teknis, maupun potensi pengembangan kedepannya?

Pertanyaan ini bersifat terbuka, eksploratif, dan mencakup tiga aspek utama:

1. Kemudahan penggunaan (user experience)
2. Manfaat teknis (efektivitas dalam latihan pukulan)
3. Saran pengembangan (evaluasi & masukan pengguna)

Intelligentia - Dignitas