

Training and Implementation of “Game Experience Learning” Based Training Models to Improve the Skill and Character Quality of Young Soccer Players

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ABSTRACT

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skills of the players are not optimal, coupled with a lot of negative behavior in coaching interactions, football competition is a big problem that must be immediately resolved so that the dream of seeing the Indonesian football team able to compete in international *events* can be achieved. National problems are the result of problems at the provincial and district levels. Problems at the senior age as a result of coaching at the junior level or at a young age are not optimal. Preliminary studies conducted by the service team show that the quality of the *skills* and character of the football players in Sleman district requires efforts to improve and change for the better. Changes in the quality of athletes are strongly influenced by the training program developed by the coach, but in reality the competence of the coach regarding efforts to develop sportsmanship is still not optimal. Competence of trainers based on educational qualifications required development. The big problem of football coaching at the SSB level cannot be separated from the quality of human resources (HR) of coaches and administrators who are not yet optimal in terms of organizational governance abilities.

The solution that can be done is to update the training process with exercises that are scientifically proven to be appropriate, effective, efficient, and in accordance with Indonesian cultural conditions. The service team proposes an activity or program to implement a “GEL” *based training model (Games Experience Learning)* for students or young athletes who practice at SSB throughout Sleman Regency. The exercise model proposed to be implemented is the result or product of the service team's dissertation research. The management's HR quality problem will be solved by training on SSB governance with a quality-based management approach. PKM is in the form of training and education for trainers, SSB administrators in Sleman Regency. The target number of participants is 35 personnel. The service team with their respective expertise will manage time, and plan activities in 4 training days and 3-5 months of mentoring so that trainers and administrators are able to optimally implement the *GEL -based training model* so that changes in *skills* and character can be realized.

Mastery of the material for the 36 designed games is the goal of PKM. After the implementation of improving the quality of *skills* and character of SSB students in Sleman Regency, it is expected to be achieved. The success of this PKM (Community Service) activity target will be evaluated objectively. The measuring instrument which is a product of dissertation research is a *skill test* or technical skill in playing football and an observation sheet for *respect, teamwork*, and discipline characters for SSB students. The outputs targeted by the service team are articles in Sinta accredited national journals, publications in print media, videos on YouTube channels, and textbooks published by UNY Press. PKM is planned in several stages, namely: the service team identifies, coordinates with partners to obtain initial data on qualifications, profiles of trainers, SSB administrators in Sleman Regency. The design of training and education activities is coordinated with the relevant parties so that the planning, implementation, and evaluation of activities can be in accordance with the targets set. Materials, materials, media, space, supporting infrastructure will be prepared including measuring tools to obtain valid data related to activity targets. Coordination, information with prospective participants regarding the rules, administrative requirements, implementation, until the conditions are declared eligible or competent are carried out so that the expected targets can be achieved. The service team is committed to completing the outcomes that we have promised on time, namely articles in **accredited national journals, IA manuscripts, and textbooks**.

Kata Kunci: *football, training, practice, games, skills, character*