

# Need Assessment for the Development of Android-based Learning Media for Sport Injuries Prevention and Treatment for Sandboarding Guide

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**Keywords:** Sport Injuries, Sandboard, Android

**Abstract:** Sport injuries are all kinds of injuries that occur during training, playing sport or afterwards. Injuries can occur in many sports; sports tourism like sandboarding is no exception. It is very important for sandboarding guide to have knowledge of sport injuries prevention and treatment. The aim of this study is to describe the needs of development of android based learning media for sport injuries prevention and treatment for sandboarding guide. The subjects in this study are 25 sandboarding guides. The data were analyzed using descriptive percentage. The results show that 100% of the sandboarding guides need an android-based learning media for sport injuries prevention and treatment.

## 1 INTRODUCTION

Sport Injuries are all kinds of injuries that occur during training, playing sport or afterwards (Widhiyanti, 2018). Injuries cannot be completely prevented, but the risk of injuries can certainly be reduced (Joyce & Lewindon, 2016). Injuries can occur on many types of sport, one of them is sport tourism.

Sandboarding is one of sports tourism in Yogyakarta. Sandboarding is very unique, because there are only few places in the world where people can play this game, and one of them is in Indonesia, especially in Yogyakarta.

Sandboarding is a board sport similar to snowboarding. It is a recreational activity that is done on sand dunes rather than snow-covered mountains. The board ports have been adherent throughout the world, most prevalently in desert areas or coastal areas with beach dunes (Saayman, 2012). People are usually accompanied by a sandboarding guide when they play sandboarding in Yogyakarta.

Sandboarding is categorized as extreme sport. The definition of extreme sport covers any sports featuring high speed, height, real or perceived danger, a high level of physical exertion and highly specialized gear or spectacular stunts and involve

element of increased risk (Wood, 2019). Participant in extreme sport is associated with the risk of injury or even death, and therefore, the extreme athlete—amateur or professional—and the medical personnel treating these athletes must consider the risk of injury and measures for injury prevention (Lior, et al, 2017). For that reason, the guides who accompany sandboarding player must have knowledge about sport injury prevention and treatment to minimize the injury risk and give their best treatment to the injured player.

The growth of the technology is very fast nowadays. One of the few technologies that has been growing very fast is smartphone with the android operating system. This technology affects every aspect of human life, including the world of education. Smartphone with android operating system can be used as learning media. The development of android-based mobile learning as the learning media can serve as one of the solutions to cope with the learning problems, both in terms of time limitations, media & broadcasting, and learning methods (Musahrain, 2016).

## 2 RESEARCH METHOD

The subject involved in this research are sandboarding guides in Yogyakarta. This research involved 25 guides. A combination of direct observation and questionnaire techniques were used to obtain data. The data in this study were analyzed per point and then the results were presented in the form of percentage. After that, the results were described to generate conclusion.

## 3 FINDING AND DISCUSSION

Table 1: Questionnaire result

	Guide knows about sport injuries prevention and treatment	
	Yes	No
Number	5	20
Percentage	20%	80%
	Availability of sport injuries prevention and treatment android-based learning media for sandboarding guide	
	Yes	No
Number	0	25
Percentage	0%	100%
	Guide use android device	
	Yes	No
Number	25	0
Percentage	100%	0%
	Need of android-based learning media for sport injuries prevention and treatment	
	Yes	No
Number	25	0
Percentage	100%	0%

Table 1 shows that 20% guides knows about sport injury prevention and treatment whereas the rest, 80% of the subject, know nothing about it. From the data, we know that there is no availability of android-based learning media of sport injuries prevention and treatment for sandboarding guide and 100% of the sandboarding guides use android-based smartphone as their device. As many as 100% guides need android-based learning media for sport injuries prevention and treatment.

## 4 CONCLUSION

This study describes the need of android-based learning media for sport injuries prevention and

treatment to facilitate the learning process. Such need arises from the unavailability of android-based learning media on sport injuries prevention and treatment nowadays. Android based learning media on sport injuries prevention and treatment are expected to help sandboarding guides optimize their learning process in sport injuries prevention and treatment so they can minimize the risk of the injury from playing sandboard and give maximum help for sandboard player who gets injury.

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