ABSTRACT

Rapid technological developments in the field of sport, making a lot of progress at this point.. The application of technology in sport is getting more and continues to grow, one application to football.. Passing training is the most fundamental thing for any footballer, but hard done by individuals, it takes an auxiliary media to be able to do so.

On this occasion, the writer tries to design a plan that could become a media training aid in the form of panel system. The function of this tool is to help train the ability of a player passing the ball. This device consists of four panels in the form of boards whose purpose is as a medium of reflection ball passed from a player. The panel fitted with piezoelectric sensors that can detect vibrations generated by the reflection of the ball on the panel. In each panel in this system is also installed LED lights as a sign panels that were targeted in every passing performed by the user. ATmega328 microprocessor is used to set up a system designed in the device, with the Arduino system.

The output of the system in the form of data that is expected to be of value to be able to evaluate the performance or the passing ability of a player. This system can be used as a training partner for the player, and also a means of supporting the evaluation exercise by the data generated.

Keywords: sports, passing training, football, ATmega328, piezoelectric