

ABSTRACT

Volleyball is one of kind of the big ball game sports, which are part of learned materials sport education subjects chapter big ball games in SMA Plus/Accleration Al-Azhar Medan 10th grade. At this time the implementation was done manually with textbooks and practiced mevements by teachers in the field. Therefore, there was an idea to create learning application volleyball, which has facilities that can provided the provision of material and movement in 3D (three-dimensional) forms on students and teachers computers. Well as the featuring of the pre-test and post-test to determine the level of understanding and increase the competence of students. By using the User Acceptance Test (UAT) in the test with 25 respondents 7 people stated that this application is very suitable for use in teaching and learning activities and 10 people stated the application is suitable to use and 5 people answered quite feasible and the rest answer less suitable to use In teaching and learning activities.

Keywords: Volleyball, pre-test, post-test, Animation, 3D, User Acceptance Test