International Journal of Psychosocial Rehabilitation, Vol. 24, Issue 05, 2020
ISSN: 1475-7192

The effect of the educational technological workshop strategy on learning technical performance and accuracy of tennis skills for under 20 years of age

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Abstract

The educational technological workshop process has an effective role for the trainer that helps him in delivering the basic skills of the game to the player, and through field visits made by the researcher to the specialized school to take care of talent, it became necessary to introduce new educational auxiliary methods such as using the educational workshop with a technology of superior tennis skills You need great control during learning and motor performance, through which the basic skills to be learned are explained and clarified, and immediate feedback is provided that would enhance the information for the learner, and the research aims to prepare an educational technological workshop strategy in learning the technical performance and accuracy of tennis skills The ground is under 20 years old, and the researcher used the experimental approach in the pre and post testing of the two experimental and control groups for its suitability to the nature of the research. The search was by the method of comprehensive inventory and the sample was divided into two groups, the experimental and the control group, with (Six players) for each group. The educational technological workshop strategy was applied for a period of eight weeks, with three training units per week. The researcher used the statistical bag (spss) to process the data and the researcher reached the most important conclusions. There is a positive effect of the educational technological workshop strategy on learning the technical performance and accuracy of tennis skills. Under 20 years old.

Key words: *educational technology workshop strategy, basic skills in ground tennis.*

I. Introduction:

Our current era is characterized as the era of advanced technology, information and knowledge explosion, which led to the proliferation of scientific and technological systems that prompted specialists to search for new ideas to invest the data of this era and its technologies in achieving specific goals, especially in education, and

educational methods have other importance as they lead to building and learning perception The movement of the players, which helps the transfer of information and various skills and the acquisition of skill through all the senses, which leads to an increase in the speed of learning and improvement of motor skills, as many scientists and researchers emphasized that the use of different educational aids in the educational process makes the learner a positive participant in a large degree while remaining The trainer is the main pillar of the educational process, as it cannot be dispensed with in any way, in light of that comes the importance of the research as an attempt to use an interactive program in the educational electronic workshop that would contribute to learning tennis skills in a manner that allows the player to interact with the educational content and take it out of the role of the listener To the role of the participant in the learning process, thus reducing the effort exerted by the trainer and achieving better performance L in learning a skill.

Research problem:

The educational technological workshop is one of the modern and advanced educational methods that build on the mutual relationship between the educational media and the players because of the information presented to them, as the learning process is not limited to the trainer only, but goes beyond that to all means that help the trainer to deliver the basic skills of the game to the player, Through field visits made by the researcher to the specialized school, it became necessary to introduce new teaching aids, such as using a computer for tennis skills that need great control, through which the basic skills to be learned are explained and clarified, and immediate feedback is provided that would It enhances the information of the learner, so the researcher decided to prepare an educational method using the overlapping media of images, shapes and YouTube clips for game skills, as these skills are distinguished by their beauty when performing in addition to the difficulty of their technique, which requires the player to have a high degree of compatibility and linking the parts of the sequential movement to reach the best performance Level.

Research aims:

Preparing on the educational technology workshop strategy in developing technical performance and accuracy of tennis skills for under 20 years of age

- To identify the educational technology workshop strategy in learning technical performance and accuracy of tennis skills for under 20 years of age.

Research hypotheses:

There is a positive impact of the educational technology workshop strategy in developing the technical performance and accuracy of tennis skills under 20 years of age.

Research areas:

The human field: tennis players for the Specialized School for Gifted People of the Ministry of Youth and Sports) for the 2020 sports season.

Time domain: from 1/2/2020 to 9/4/2020.

Spatial domain: the closed hall of the specialized schools of tennis, affiliated to the Ministry of Youth and Sports / Baghdad Governorate.

II. Research methodology and field procedure:

Research methodology: The researcher used the experimental method with the experimental design of the pre- and post- test for the two equivalent groups (experimental and control) for its relevance to the nature of the research.

Research community and its sample: The research community for ground tennis players was identified for the Specialized School for the Gifted Champions of the Ministry of Youth and Sports for the 2020 sports season, and the number of (12 players) was selected.) For each group.

Pre-test: The researcher conducted the pre-exams on Monday 3/2/2020 in the closed hall of the Specialized Schools for Ground Tennis of the Ministry of Youth and Sports / Baghdad Governorate.

educationl programs:

• The implementation of educational units began on Thursday 5/2/2020 and ended on Monday, 4/6/2020.

• The duration of the educational curriculum (8 weeks) for each week is three educational units, each on Sunday, Tuesday, and Thursday.

• The teaching unit time was (90) minutes.

• The researcher used to display a set of illustrations for each skill and comment on it with explanations and slow presentation. Each skill was included in the computer using the power point program, which is a program that provides images, drawings, and explanations for the skill, and adds dynamic and visual effects, and is displayed in the Duetto Shop hall

The preparatory section, its duration is (15) minutes, and the section is as follows:

• The main section, its duration is (65) minutes

• The final section and its duration (10).

Dimensional tests: The post tests were conducted on Thursday 4/9/2020 in the closed hall of the specialized schools for ground tennis affiliated to the Ministry of Youth and Sports / Baghdad Governorate. The researcher took into account the provision of conditions similar to the pre-tests in terms of (time, place, tools used and the method of conducting the tests).

III. Presentation, analysis and discussion of results:

Table (1) the results of the differences between the pre and post tests of the control group in the variables

Tests	measuring unit	Pre-test		Post-test		The value of T calculated	significance
		A	STD	A	STD		
The front blow	Degree	7.33	1.67	8.56	1.56	2.67	sign
Backhand	Degree	6.34	0.87	7.11	1.63	2.45	sign
Transmitter	Degree	8.34	0.93	8.98	1.46	2.75	sign

Table (2) The difference of the arithmetic mean, its standard deviation, the value of (t) and the significance of the differences between the results of the two pre and post- tests of the experimental group in the variables

Tests	measuring unit	Pre-test		Post-test		The value of T calculated	significance
		A	STD	A	STD		
The front blow	Degree	8.49	1.43	8.97	1.43	3.86	sign
Backhand	Degree	6.96	0.87	7.56	1.32	3.84	sign
Transmitter	Degree	8.96	0.76	9.58	1.22	3.65	sign

Table (3), the value of (t), the error level, and the significance of the differences between the results of the post-test for the control and experimental groups in the variables

Tests	measuring unit	Pre-test		Post-test		The value of T calculated	significance
		A	STD	A	STD		
The front blow	Degree	8.98	1.34	9.96	1.56	6.64	sign
Backhand	Degree	7.89	1.38	8.68	1.32	4.42	sign
Transmitter	Degree	9.01	1.43	9.98	1.64	7.65	sign

The results of tables (1, 2, 3) show, we find that there was learning in the test results of the experimental group in the post-measurement, which indicates that the educational program prepared by the researcher has a positive effect on the skills of the game of tennis (forehand, backhand, and service) For the sample of the research, as the educational program and the use of the technological workshop, which provided by the modern technology that was assigned to the players in increasing knowledge and approximating the initial perception of skill, the researcher attributes these differences to that learning in the educational technology workshop has provided the players with an educational atmosphere of pleasure and excitement and keeping pace with information technologies and technical learning surrounding them (1999, p512: Schmidt), as the electronic performance environment added greater realism to the performance of the players, high-resolution graphics and the similarity between it and reality represented by the playing field, the audience, cheering voices, referees, ball collectors and other graphic characteristics of playing and conforming to the specifications of international tournaments within the virtual workshop environment. It increased player immersion and interaction in the performance (J. Michael Spector and Other: 2010, p13). The internal feedback was also important in improving skill learning because the players had the opportunity to feel their performance, whether in the motor path or the force of strikes as a result of the accuracy and clarity of the default performance on the screen, as the internal feedback is rich in information that provides the learner with audio or visual information about success His response (Yaroub Khayun: 2010, p. 120), so it increased the number of different iterations, with different distributions and places between one attempt and another, which increased the learner's experience from multiple dimensions such as speed, accuracy, distance, and direction, and all these variables contributed to the development of this experimental group over others. The increase of iterative attempts to perform the skill These in turn increase the control and control and reach automaticity in performance as soon as possible (Mecrachen: 2000,201), those tools and methods that the teacher uses during educational situations, bearing in mind that they are means and not ends or experiences of the learner in themselves (Ahmed Hamed: 2000. p.29) And when the learner player fails to correct, the computer transfers the program to a sub-program that displays the information in a simpler way than the learner's interaction with the program. My education through the instructions that appear on the computer screen, as well as the variety of methods in presenting information to the learner, such as displaying symbols, pictures, colors and sound effects.

The researcher attributes the reason for this to the fact that correct education, iterative attempts, and the time period showed this learning, which is a natural phenomenon in the presence of varying differences between groups and according to their effect with the method used.

IV. Conclusions:

- The results showed a remarkable superiority between the pre and post measurement of the educational technology workshop strategy in developing the technical performance and accuracy of some skills in ground tennis under 20 years for the experimental group and in favor of the post measurement.

- There is a positive impact of the educational technology workshop strategy in developing technical performance and accuracy of some skills in ground tennis under 20 years and in favor of telemetry.

Recommendations:

- The uncles of the educational technological workshop prepared by the researcher for all specialized schools to take care of the talent for all governorates for the game of ground tennis.

- The necessity to use the educational technology workshop strategy on similar research to other games and for other age groups.

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