



## EFFECTIVENESS OF MULTIMEDIA PROGRAMME IN TEACHING CRICKET

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### Abstract

*The present study tries to find out the effectiveness of the computer multimedia assisted teaching of cricket at the B.P.Ed., degree level. The study was conducted to develop a multimedia programme for the teaching of cricket and experiment the same with a set of 60 male students studying in the Bachelor of Physical Education (B.P.Ed), under the Department of Physical Education, Bharathiar University, Coimbatore. The pre-test was conducted, based on the achievement test score of the student's. They were divided into two group namely experimental group and control group. The experimental group was adapted the multimedia programme of teaching for three days in a week for six months. The control group adapted conventional method of teaching and to find out the effectiveness of the multimedia programme. After the teaching periods the post-test was conducted for both groups, equivalent group design was followed for this study. The results show that the multimedia programme prepared by the researcher is more effective for achievement of the objectives of cricket in Bachelor of Physical Education students. The students learning ability through multimedia programme are found to be better than the students learning through the conventional method of teaching.*

**Keywords:** Cricket, Achievement test, Multimedia Programme.

### INTRODUCTION

In a vast country like India, enormous developmental work is now being done in the field of education but it has still not been possible to equip each and every institution with all the facilities for teaching. Multimedia enables students get a live vision of life's aspects and scientific factors. Any diagram can be explained in detail with 3D effect; it helps the student to understand the lessons clearly. Keeping in mind the above mentioned factors the investigator felt it appropriate to prepare multimedia software for the teaching of cricket included in the Bachelor of Physical Education curriculum.

### OBJECTIVES

The study had the following objectives:

- ❖ To prepare a multimedia package for the teaching of cricket at graduate (B.P.Ed) level.
- ❖ To find out the effectiveness of computer multimedia programme in the teaching of cricket at the graduate (B.P.Ed) level.
- ❖ To compare the effectiveness of computer multimedia programme in the teaching of cricket with that of the traditional method of teaching cricket.

### HYPOTHESES

- There may not be a significant difference between the experimental group and the control group in the learning of cricket at the pre-test and post-test levels.

### SAMPLE

The sample of the study consisted of 60 male

students studying Bachelor of Physical Education (B.P.Ed) Department of Physical Education, Bharathiar University, Coimbatore.

### TOOLS USED

The following tools were used for the study:

- A multimedia programme was developed by the investigator along with the experts from computer sciences and technology field for the teaching of the concepts in cricket included in the University curriculum.
- An achievement test in cricket constructed and validated by the investigator.

### DEVELOPMENT OF MULTIMEDIA

The multimedia programme was developed in Macromedia flash version 6.0. It provided a multimedia platform to attract the senses of the learner for easy and happy learning. The cricket syllabus of Bachelor of Physical Education (B.P.Ed) students was broken down into 50 small learning modules in theory and practical. All the learning modules were arranged logically based on psychological principles of learning i.e., proceeding from easy to difficult, simple to complex and from the known to unknown. The experimental design was adopted. For the experimentation, a pre-test was conducted and the sample was divided into two groups viz., the experimental and control groups. The students of the experimental group were taught with the computer multimedia programme and the control group through the conventional method. After the training period the post-test was administered. The collection of data was subjected to statistical analysis and the results obtained were interpreted.

**TESTING OF HYPOTHESES**

There may not be a significant difference between the experimental and control groups in the learning of cricket at the pre-test and post-test levels. 't' test was applied to test the significance of difference

between the mean achievement test score of the experimental and control groups at the pre-test and post-test levels.

**TABLE 1**  
**MEAN OF ACHIEVEMENT TEST SCORE OF THE EXPERIMENTAL GROUP COMPARED WITH THE CONTROL GROUP AT THE PRE AND POST TEST SCORES**

Groups	N	Mean Scores		Mean difference	Calculated 't' value
		Pre-Mean	Post-Mean		
Experimental group	30	20.22	37.51	17.29	15.06**
Control group	30	19.95	20.00	0.05	0.49

\*\* Significant at 0.01 level

Table 1 indicates that the 't' value of the experimental group is significant and the control group is insignificant at 0.01 level. Hence, it could be inferred that there is a significant difference between the two groups as indicated by the mean value. It can be concluded that the students of the experimental group fared better in the achievement test than the students of the control group. This again clearly shows that learning with the help of multimedia will increase the achievement of the students.

**FINDINGS**

There is a significant difference between the experimental group and the control group in the learning of cricket at the post-test level. The students learning with the help of the multimedia programme fared better in cricket than the students learning through the conventional methods.

**CONCLUSION**

It could be concluded that there was significant improvement in the multimedia programme fared better in cricket than the students learning through the conventional methods.

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