

# **Penjasorkes Keterampilan Olahraga dengan Permainan**

Jendela Olahraga. JO. Pengembangan Permainan Sevolbas Dengan Pendekatan Pembelajaran Integrated Untuk Pembelajaran Bola Besar Penjasorkes Sekolah Dasar.

Sevolbas Game Development With Integrated Learning For Large Ball In Physical Education Elementary SchoolThe purpose of this research is to produce a product for the development of large soccer balls, volleyball and basketball (Sevolbas) as a medium for teaching physical education for elementary school students. The research method used is R&D. The development procedure includes several stages: analyzing the product, developing, initial product play, expert validity, small group testing, product revision, large-scale trial, product revision, and product development results. The instruments used were interviews, observations, questionnaires, and documentation. Subjects and research sites were elementary school students in Samarinda City, SDN 008, SDN 002 and SD Muhammadiyah 1 with a total of 103 research subjects. The analysis technique used is the feasibility, product quality and product acceptance. The results obtained for the activeness of student movements have increased 52.25% and have reached 80% of the maximum maximum pulse rate of 91.54. For the quality of the model, facilities and infrastructure show that 60% in the category is very good. For the interest or interest of students in the game activities as wide as 59% showed high student interest. Whereas for the three high cognitive domains, and the psychomotor category is medium and the affective domain is in the medium category. The conclusion from the results of this study is that the product of sevolbas game activities for the learning of the big ball of elementary school physical education is feasible and can be accepted or used in the physical education lesson of the elementary school big ball learning material.Keywords: Sevolbas game, integrated learning approach Tujuan penelitian ini adalah menghasilkan produk pengembangan bola besar sepak bola, bola voli dan bola basket (Sevolbas) sebagai media pengajaran penjasorkes bagi siswa sekolah

dasar. Metode penelitian yang digunakan adalah R&D. Prosedur pengembangan meliputi beberapa tahap: menganalisis produk, mengembangkan, produk awal permainan, validitas ahli, uji kelompok kecil, revisi produk, uji coba skala besar, revisi produk, dan hasil produk pengembangan. Instrument yang digunakan wawancara, observasi, kuesioner, dan dokumentasi. Subjek dan tempat penelitian adalah siswa Sekolah Dasar di Kota Samarinda SDN 008, SDN 002 dan SD Muhammadiyah 1 dengan jumlah subjek penelitian 103 siswa. Teknik analisis yang digunakan adalah kelayakan, kualitas produk dan keterimaan produk. Hasil penelitian yang diperoleh untuk keaktifan gerak siswa mengalami peningkatan 52,25% dan telah mencapai 80% dari denyut nadi maksimal rata-rata 91,54. Untuk kualitas model, sarana dan prasarana menunjukkan bahwa 60% dalam katagori sangat baik. Untuk minat atau ketertarikan siswa terhadap aktivitas permainan sevolbas menunjukkan 59% minat siswa yang tinggi. Sedangkan untuk ketiga ranah kognitif tinggi, dan psikomotorik katagori sedang dan ranah afektif dalam katagori sedang. Kesimpulan dari hasil penelitian ini yaitu produk aktivitas permainan sevolbas untuk pembelajaran bola besar penjasorkes sekolah dasar layak dan dapat diterima atau digunakan dalam pelajaran penjasorkes materi pembelajaran bola besar sekolah dasar.Kata kunci: Permainan sevolbas, pendekatan integrated learning

. Altius: Jurnal Ilmu Olahraga dan Kesehatan. Altius. TINGKAT KETERAMPILAN GERAK DASAR DENGAN PERMAINAN TRADISIONAL BALI.

Tujuan dari penelitian ini yaitu untuk menganalisis tentang: (1) pengaruh dari permainan tradisional Bali terhadap keterampilan gerak dasar, dan (2) perbedaan pengaruh permainan tradisional Bali terhadap keterampilan gerak dasar. Sasaran penelitian ini adalah siswa putera Kelas V SD N 1 Melaya, Jembrana Bali dengan jumlah sampel sebanyak 36 orang. Jenis penelitian yang digunakan dalam penelitian ini adalah kuantitatif dengan metode eksperimen semu. Rancangan penelitian ini menggunakan matching only design, dan analisis data menggunakan Anova. Proses pengambilan data dilakukan dengan tes keterampilan gerak dasar pada saat pretest dan posttest. Hasil penelitian sebagai berikut : (1) permainan juru pencar berpengaruh signifikan terhadap peningkatan keterampilan gerak dasar, (2) permainan megoak-goakan berpengaruh signifikan terhadap peningkatan keterampilan gerak dasar, (3) terdapat perbedaan pengaruh antara permainan juru

pencar dan megoak-goakan terhadap keterampilan gerak dasar. Dapat disimpulkan bahwa permainan juru pencar dan megoak-goakan berpengaruh signifikan terhadap peningkatan kebugaran jasmani dan keterampilan gerak dasar.

. COMPETITOR: Jurnal Pendidikan Kepelatihan Olahraga. Compet. J. Pendidik. Kepelatihan Olahraga. EFEKTIFITAS KECERDASAN EMOSIONAL DENGAN KETERAMPILAN MENGGIRING BOLA DALAM PERMAINAN SEPAKBOLA.

This study aims to see the effectiveness of emotional intelligence with dribbling skills in soccer games among students of the Faculty of Sport Sciences, Makassar State University. The study population consisted of all students of the Faculty of Sport Science, State University of Makassar who had passed the TP subject. Football with a total sample of 30 people of the 2017 batch of Sports Coaching Education Department. This type of research is correlation, data collection is done by testing techniques and data processing is done by statistical analysis of the correlation with a value of 0.420 Sig. (2-tailed) 0.021. Based on the table of correlation assessment criteria, it is concluded that emotional intelligence has an effectiveness on dribbling skills in students of the Faculty of Sport Sciences, Makassar State University

. Gelanggang Olahraga: Jurnal Pendidikan Jasmani dan Olahraga (JPJO). JPJO. Pelaksanaan Modifikasi Permainan Kecil dalam Pembelajaran Penjasorkes.

The purpose of this study is to know the description of the implementation of modification learning penjasorkes. This research uses a descriptive method. The study population was 121 people. Sampling was done by Purposive random sampling, got sample amounted to 58 people. The instrument used to collect data is Questionnaire or questionnaire using Guttman scale. Data were analyzed by using frequency distribution formula in percentage form. The results of the study are as follows: the level of achievement of student's motivation in State Elementary School 27 is in very good classification, that is with the achievement of respondent answer reach 85 percent. The level of teaching method achievement in the implementation of small game modification in the learning of penjasorkes at the Pangian State Elementary School is in a very good classification, with an achievement rate of 85.86 percent. The level of achievement of the facilities and infrastructure for the implementation of small game modification in the learning of penjasorkes in Public Elementary School 27 Pangian is in good classification, that is with the level of respondents achievement reaches 74.65 percent Keywords: Modification,

## Penjasorkes

. Jurnal Pendidikan Olahraga. JPO. PENGEMBANGAN PERMAINAN PAL MIX PEMBELAJARAN PENJASORKES.

<p>Penelitian ini bertujuan untuk menghasilkan model permainan <em>Pal Mix</em>yang dapat digunakan sebagai panduan: 1) mengetahui efektivitas model permainan tradisional <em>Pal Mix </em>2) mengetahui keterterimaan model permainan tradisional <em>Pal Mix</em>. Metode penelitian yang digunakan adalah pengembangan produk berupa model permainan <em>Pal Mix </em>untuk siswa SD kelas IV dilakukan dengan tahapan. 1) Pengembangan penelitian deskriptif dan survei, 2) Menyusun desain pruduk, 3) Validasi ahli, 4) Uji coba skala kecil, 5) Menguji produk pengembangan. Hasil penelitian ini berupa permainan <em>Pal Mix</em>yang digunakan sebagai media pembelajaran penjasorkes. Permainan tradisional <em>Pal Mix</em>dalam pembelajaran penjasorkes dapat meningkatkan aspek psikomotor, kognitif dan afektif berdasarkan hasil penelitian yang dilaksanakan di SD yaitu keefektifan produk permainan <em>Pal Mix</em>mendapat respon positif siswa dalam pembelajaran penjasorkes.</p>

. COMPETITOR: Jurnal Pendidikan Kepelatihan Olahraga. Pendidikan Kepelatihan dan Olahraga. HUBUNGAN KELINCAHAN, KELENTUKAN, KECEPATAN DAN KOORDINASI DENGAN KETERAMPILAN MENGGIRING BOLA DALAM PERMAINAN SEPAKBOLA.

This study aims to determine the relationship of the relationship between agility, flexibility, speed and coordination with dribbling skills in football games. This research is a descriptive correlational type of research. The study population was all male students of class XI of SMA Negeri 2 Makassar with a total sample of 150 male students who were selected by random sampling. The data analysis technique used is a single correlation analysis technique and the correlation of four predators. Based on the results of data analysis, this study concluded that: There was a significant relationship between agility and dribbling skills in football, ( $r_o = 0.508 > rt = 0.220$ ); There is a significant relationship between flexibility and dribbling skills in football, ( $r_o = 0.693 > rt = 0.195$ ); There is a significant relationship between speed and dribbling skills in football ( $r_o = 0.693 > rt = 0.195$ ); There is a significant relationship between coordination with dribbling skills in the game of football ( $r_o = 0.693 > rt = 0.195$ ); There is a significant relationship between agility, flexibility, speed and coordination

with dribbling skills in football ( $ro = 0.693 > rt = 0.195$ ).

. COMPETITOR: Jurnal Pendidikan Kepelatihan Olahraga. Pendidikan Kepelatihan dan Olahraga. PENGARUH LATIHAN KELINCAHAN DENGAN INTENSITAS TINGGI DAN INTENSITAS SEDANG TERHADAP KETERAMPILAN MENGGIRING BOLA DALAM PERMAINAN SEPAKBOLA.

Penelitian ini adalah penelitian eksperimen lapangan yang bertujuan untuk mengetahui perbedaan pengaruh latihan kelincahan dengan intensitas tinggi dan intensitas sedang terhadap keterampilan menggiring bola dalam permainan sepakbola. Populasi yang dilibatkan dalam penelitian ini adalah siswa SMA Negeri 5 Karawang dengan jumlah sampel yang diteliti 60 orang. Namun sesuai dengan rancangan penelitian, maka dibentuk dua kelompok penelitian yang terdiri dari latihan kelincahan dengan intensitas tinggi dan latihan kelincahan dengan intensitas sedang. Pelaksanaan penelitian dilaksanakan selama delapan minggu dengan frekuensi latihan sebanyak 3 kali seminggu. Berdasarkan hasil analisis data dengan menggunakan rumus uji-t pada taraf signifikan 95%, maka dapat di simpulkan sebagai berikut : Ada pengaruh yang signifikan latihan kelincahan dengan intensitas tinggi terhadap keterampilan menggiring bola dalam permainan sepakbola ( $to = 13,983 > tt = 2,045$ ). Ada pengaruh yang signifikan latihan kelincahan dengan intensitas sedang terhadap keterampilan menggiring bola dalam permainan sepakbola ( $to = 15,719 > tt = 2,045$ ). Ada perbedaan pengaruh yang signifikan antara latihan kelincahan dengan intensitas tinggi dan intensitas sedang terhadap keterampilan menggiring bola dalam permainan sepakbola ( $to = 7,884 > tt = 2,000$ ).

. ABDIMAS UNWAHAS. ABD. PELATIHAN PERMAINAN OLAHRAGA MODIFIKASI BAGI GURU PENJASORKES SEKOLAH DASAR DI KOTA JAYAPURA.

Olahraga rekreasi telah menjadi bagian hidup yang terkadang sulit atau tidak bisa dilupakan atau ditinggalkan oleh pelakunya. Salah satu jenis permainan yang sangat cocok saat ini bagi kaum milenial yang minim aktivitas adalah tonnis. Permainan ini merupakan gabungan antara bulu tangkis dan tenis, namun dimainkan pada ukuran lapangan bulu tangkis sehingga sangat mudah dimainkan. Tujuan program PPM (Community Outreach) dilaksanakan sebagai tugas tri dharma perguruan tinggi dan upaya peningkatan kompetensi guru penjas sekolah dasar di Kota Jayapura. Pelaksanaan PPM dilakukan pada Juni 2019, diikuti oleh 20 peserta pelatihan. Metode yang diterapkan dalam pelatihan ini adalah: ceramah, demonstrasi dan

pelatihan/praktik (drill). Hasil dari pelatihan tonis ini adalah peningkatan kompetensi pedagogik bagi para guru penjas khususnya sekolah dasar dalam memahami permainan tonis sehingga dapat menyebarkan ilmu dan keterampilan yang didapat kepada rekan dan siswanya. Kata kunci: Pendidikan jasmani, permainan, guru

. Jurnal Pendidikan Jasmani, Olahraga dan Kesehatan Undiksha. j. pendidik. jasm. olahraga kesehat. undiksha. Peningkatan keterampilan passing bawah peserta didik dalam permainan bola voli melalui metode drill dengan bantuan alat modifikasi bola gantung.

Studi pendahuluan menunjukkan rendahnya keterampilan teknik passing bawah pesera didik dalam permainan bola voli karena bola yang digunakan berukuran standar serta dianggap terlalu keras dan menimbulkan rasa sakit pada tangan. Selain itu, waktu pembelajaran tidak efektif karena waktu banyak digunakan untuk memungut bola yang lepas dari kontrol. Permasalahan diperparah dengan kurangnya sarana prasarana sekolah dalam permainan bola voli. Permasalahan ini perlu diperbaiki agar tidak menurunkan minat dan motivasi peserta didik dalam mata pelajaran Penjasorkes. Penelitian ini merupakan penelitian tindakan kelas (PTK) yang bertujuan meningkatkan keterampilan passing bawah peserta didik dalam permainan bola voli menggunakan metode drill berbantuan alat modifikasi bola gantung. Penelitian dilaksanakan pada 1 sampai 22 Agustus 2022 selama dua siklus yang masing-masing mencakup tindakan perencanaan, tindakan, observasi, dan refleksi dalam setiap siklusnya. Sejumlah 32 peserta didik kelas VII A SMP Negeri 1 Juwangi semester gasal tahun pelajaran 2022/2023 yang terdiri atas 18 putra dan 14 putri menjadi subjek penelitian. Peneliti menggunakan teknik tes, survei, dokumentasi, dan wawancara dalam pengumpulan data. Instrumen penelitian mengadopsi instrumen penelitian terdahulu dan divalidasi ahli. Data dianalisis secara deskriptif komparatif. Hasil penelitian menunjukkan bahwa (1) rata-rata nilai keterampilan passing bawah pada Siklus 2 meningkat sampai dengan 82,81, (2) ketuntasan klasikal kelas pada Siklus 2 meningkat sampai dengan 84,38%, dan (3) rata-rata nilai partisipasi peserta didik dalam pembelajaran Siklus 2 diketahui sebesar 78,91, atau tergolong aktif. Hasil penelitian memotivasi rekan-rekan sejawat peneliti untuk memperbaiki kualitas pembelajaran melalui penelitian tindakan kelas. Penelitian ini tidak memperhitungkan peningkatan keterampilan yang diperoleh peserta didik akibat pelatihan di luar pembelajaran.

. Citius : Jurnal Pendidikan Jasmani, Olahraga, dan Kesehatan. CITIUS.

Meningkatkan Keterampilan Menendang Bola Lambung Dengan Metode Skipping Dan Sprint Dalam Permainan Sepak Bola.

Teknik dalam permainan sepak bola yang paling dominan dan sering dilakukan oleh seseorang adalah teknik menendang bola. Ada banyak metode Latihan untuk meningkatkan kekuatan otot tungkai seperti latihan lari sprint, lari zig-zag, naik turun bangku, loncat tanpa rintangan dan banyak teknik lainnya yang sering digunakan. Dalam penelitian ini mengulas tentang meningkatkan keterampilan menendang bola bola lambung dengan metode skipping dan sprint 100 meter dalam permainan sepak bola, dengan metode penelitian deskriptif kuantitatif. Berdasarkan hasil pembelajaran yang dilakukan dapat diambil kesimpulan, ada peningkatan kemampuan menendang bola lambung dengan metode latihan skipping dan sprint 100 meter. Hal ini dapat dilihat dari peningkatan ketuntasan belajar siswa yakni yang awalnya 40% meningkat menjadi 68% setelah diadakan tindakan pada siklus I, karena masih belum mencapai hasil minimal ketuntasan belajar, peneliti melanjutkan tindakan ke siklus II dan hasilnya ketuntasan belajar siswa meningkat drastis sampai 90%.

. Jurnal Mahasiswa Pendidikan Olahraga. JUMPER. Peningkatan Keterampilan Passing Bawah Peserta Didik Dalam Permainan Bola Voli Melalui Metode Drill Dengan Bantuan Alat Modifikasi Bola Gantung.

Studi pendahuluan menunjukkan rendahnya keterampilan teknik passing bawah pesera didik dalam permainan bola voli karena bola yang digunakan berukuran standar, dianggap terlalu keras, dan menimbulkan rasa sakit pada tangan. Selain itu, waktu pembelajaran kurang efektif karena banyak digunakan untuk memungut bola yang lepas dari kontrol. Permasalahan diperparah dengan kurangnya sarana prasarana sekolah. Penelitian ini merupakan penelitian tindakan kelas (PTK) yang bertujuan meningkatkan keterampilan passing bawah peserta didik dalam permainan bola voli menggunakan metode drill berbantuan alat modifikasi bola gantung. Penelitian dilaksanakan selama dua siklus, masing-masing mencakup perencanaan, tindakan, observasi, dan refleksi. Sejumlah 32 peserta didik kelas VII A SMP Negeri 1 Juwangi semester gasal tahun pelajaran 2022/2023 menjadi subjek penelitian. Peneliti menggunakan teknik tes, survei, dokumentasi, dan wawancara dalam pengumpulan data. Instrumen penelitian mengadopsi instrumen penelitian terdahulu

dan divalidasi ahli. Data dianalisis secara deskriptif komparatif. Hasil penelitian menunjukkan (1) rata-rata nilai keterampilan passing bawah meningkat sampai dengan 82,81, (2) ketuntasan klasikal kelas meningkat sampai dengan 84,38%, dan (3) rata-rata nilai partisipasi peserta didik diketahui sebesar 78,91. Hasil penelitian memotivasi rekan sejawat untuk memperbaiki kualitas pembelajaran melalui penelitian tindakan kelas. Penelitian tidak memperhitungkan peningkatan keterampilan yang diperoleh peserta didik akibat pelatihan di luar pembelajaran.

. Jurnal Olahraga Kebugaran dan Rehabilitasi (JOKER). joker. Upaya Meningkatkan Keterampilan Pukulan Forehand Drive Dalam Permainan Tenis Meja Dengan Menggunakan Metode Media Dinding.

Penelitian ini bertujuan untuk melihat penerapan metode yang digunakan dalam peningkatan pukulan forehand dalam permainan tenis meja pada siswa SDM Ambokembang. Dari hasil analisis yang diperoleh terjadi peningkatan yang sangat signifikan dari siklus I dan siklus II. Hasil belajar pada siklus I dalam kategori tuntas adalah 42,86% dan pada siklus II terjadi peningkatan hasil belajar siswa dalam kategori tuntas sebesar 80,95%. Maka dapat disimpulkan bahwa pembelajaran tenis meja melalui media dinding dapat meningkatkan hasil belajar siswa SDM Ambokembang. Dari hasil analisis yang diperoleh peningkatan yang signifikan dari siklus I dan siklus II. Beberapa saran, khususnya pada guru pendidikan jasmani sebagai berikut : guru hendaknya lebih inovatif dalam menyampaikan materi pembelajaran. guru hendaknya memberikan pembelajaran kepada siswa dengan permainan yang sederhana tetapi mengandung unsur materi, agar siswa tidak jemu dalam mengikuti pembelajaran. Guru memberikan modifikasi alat pembelajaran yang sederhana, efisien, efektif, dan tidak memerlukan biaya mahal untuk membuatnya yang dapat dilihat atau dipegang langsung oleh siswa, karena dapat memotivasi siswa untuk selalu mencoba dan mengulangi secara terus.

. Jurnal Inovasi Olahraga. PENGARUH LATIHAN KELINCAHAN TERHADAP KETERAMPILAN MENGGIRING BOLA DALAM PERMAINAN SEPAK BOLA. JIO JURNAL. PENGARUH LATIHAN KELINCAHAN TERHADAP KETERAMPILAN MENGGIRING BOLA DALAM PERMAINAN SEPAK BOLA.

Penelitian ini bertujuan untuk mengetahui “Apakah ada pengaruh latihan kelincahanterhadap keterampilan menggiring bola dalam permainan sepak bola pada siswa putra kelas atas SMPN 25 Pekanbaru”.Variabel dalam penelitian ini

adalah kelincahan sebagai variabel bebas dan menggiring bola sebagai variabel terikat. Penelitian ini merupakan metode penelitian eksperimen dengan pendekatan kuantitatif. Populasi dan sampel dalam penelitian ini yaitu siswa putra kelas atas SMPN 25 Pekanbaru yang berjumlah 53 orang siswa. Teknik pengumpulan data yang digunakan dalam penelitian ini yaitu tes keterampilan menggiring bola dalam permainan sepakbola. Teknik analisis data yang digunakan dalam penelitian ini yaitu menggunakan alisis statistik dengan rumus korelasi productmoment. Dari hasil perhitungan ternyata menunjukkan bahwa nilai r hitung yang diperoleh dalam penelitian ini adalah lebih besar dari nilai tabel. Maka kesimpulan dari penelitian ini "Ada pengaruh latihan kelincahan terhadap keterampilan menggiring bola dalam permainan sepakbola pada siswa putra kelas atas SMPN 25 Pekanbaru".

. Altius: Jurnal Ilmu Olahraga dan Kesehatan. Altius. MODEL PROBLEM BASED LEARNING MENINGKATKAN KETERAMPILAN SENAM IRAMA PADA PEMBELAJARAN PENJASORKES.

Abstrak. Penelitian bertujuan untuk mengetahui pengaruh penerapan Model Pembelajaran Problem Based Learning (PBL) terhadap hasil pembelajaran senam irama poco-poco olahraga, pada pembelajaran Pendidikan Jasmani, Olahraga dan Kesehatan (PJOK) di SD Negeri 79 Kota Bengkulu. Metode dan prosedur penelitian menggunakan rancangan Penelitian Tindakan Kelas (PTK) berkolaborasi (collaborative classroom action research) antara dosen pengampu mata kuliah Pembelajaran Senam, dengan guru PJOK SD Negeri 79. Hasil penelitian menunjukkan bahwa Penerapan model pembelajaran Problem Base Learning dalam pembelajaran senam irama Poco-poco olahraga mampu memberikan rangsangan yang kuat untuk belajar gerak secara mandiri, dan memecahkan masalah dalam kelompok secara efektif sehingga penguasaan keterampilan gerakan Poco-poco olahraga dapat mencapai ketuntasan mencapai 87%. Penerapan model pembelajaran Problem Base Learning dapat meningkatkan waktu efektif siswa dalam pembelajaran PJOK dengan indikator giat bergerak, berlatih dan aktif selama proses pembelajaran senam, peningkatan waktu efektif tersebut dari siklus pertama 21,11% menjadi 61,11% pada siklus kedua selama pembelajaran 70 menit. Penerapan model pembelajaran Problem Base Learning dapat meningkatkan motivasi mahasiswa dalam mengikuti pembelajaran, yang ditandai dengan meningkatnya perhatian mahasiswa dan waktu efektif giat bergerak; serta

berkurangnya waktu bebas dan istirahat. Sesuai data bahwa siswa terbebas dari konteks pembelajaran hanya 4,12 %. Kata Kunci: Model Pembelajaran, Problem Based Learning (PBL), Senam Irama Poco-poco Olahraga

. Jurnal Pendidikan dan Kewirausahaan. PKWU. Hubungan antara Koordinasi Mata Kaki dan Persepsi Kinestetik dengan Keterampilan Servis Permainan Sepak Takraw pada Sekolah Kebakatan Olahraga.

This study aims to determine the relationship between eye-foot coordination and service skills in sepak takraw, the relationship between kinesthetic perception and service skills in sepak takraw and the relationship between eye-foot coordination and kinesthetic perception simultaneously with service skills in sepak takraw. The study used a correlational method with a research population of 114 people and a research sample of 30 people, using a purposive sampling technique with the help of an instrument to measure eye-foot coordination (Wall pass sho test), kinesthetic perception (perception distance jump test), and a test to serve as many as 5 times. The results of the analysis show that there is a relationship between eye-foot coordination and service skills, which is a simple linear regression equation =  $33.123 + 0.956 X_1$  with a coefficient of determination ( $r^2$ ) = 48%, a relationship between kinesthetic perception and takraw service skills =  $-8.472 + 0.802 X_2$  with a coefficient of determination. ( $r^2$ ) = 47%, and the simultaneous relationship between eye-foot coordination =  $-874 + 0.676 X_1 + 0.557X_2$  with a coefficient of determination ( $r^2$ ) = 67%. The study concluded that there was a significant relationship between eye-foot coordination and kinesthetic perception of the service skills of the sepak takraw game in sports talent schools.

. Multilateral Jurnal Pendidikan Jasmani dan Olahraga. Multilateral.

PENGEMBANGAN MODEL PERMAINAN “TEMBAK KALENG” SEBAGAI ALTERNATIF VARIASI PERMAINAN BOLA KECIL DALAM PEMBELAJARAN PENJASORKES BAGI SISWA KELAS VII SMP 1 RANTAU KABUPATEN TAPIN TAHUN 2018.

Metode penelitian pengembangan yang mengacu pada Borg & Gall. Desain uji coba menggunakan desain eksperimental dengan dua tahap: 1) skala kecil 16 siswa, 2) skala besar 30 siswa. Subjek uji coba adalah sasaran pemakaian produk, yaitu siswa kelas VII SMP 1 Rantau. Teknik pengumpulan data yang digunakan dalam penelitian ini yaitu data kualitatif dan kuantitatif. Instrumen yang

digunakan dalam pengembangan produk menggunakan angket dan kuisioner. Teknik analisis data yang digunakan berupa presentase untuk menguji kelayakan kualitas dan keterimaan produk terhadap produk pengembangan berdasarkan skala klasifikasi persentase Guilford. Hasil yang diperoleh berdasarkan hasil uji coba skala kecil persentase pada Aspek Psikomotor (65,63%), Aspek Kognitif (91%) dan Aspek Afektif (97,5%). Hasil uji coba skala besar dengan persentase pada Aspek Psikomotor (81,7%), Aspek Kognitif (95,7%) dan Aspek Afektif (93,3%). Simpulan dari penelitian ini yaitu: 1) Permainan Tembak Kaleng yang dikembangkan dapat digunakan sebagai alternatif permainan bola kecil dalam pembelajaran Penjasorkes bagi siswa kelas VII SMP, 2) Pengembangan permainan Tembak Kaleng untuk pembelajaran Penjasorkes siswa kelas VII SMP. Disarankan: 1) Guru pendidikan jasmani hendaknya mempertimbangkan penggunaan produk modifikasi permainan Tembak Kaleng sebagai alternatif dalam menyampaikan pembelajaran bola kecil, 2) Apabila produk pengembangan model permainan Tembak Kaleng ini akan digunakan sebagai alternatif permainan bola kecil dalam pembelajaran Penjasorkes bisa disesuaikan dengan kondisi yang ada di Sekolah.Kata kunci: Model Permainan, Tembak Kaleng dan Bola Kecil

. JUARA : Jurnal Olahraga. JUARA. Implementasi Model Pembelajaran Terhadap Keterampilan Sosial Dan Keterampilan Dasar Permainan Bola Basket.

Tujuan penelitian ini adalah untuk mengetahui pengaruh model pembelajaran PSI dan Inkiri terhadap keterampilan sosial dan keterampilan dasar permainan bola basket pada siswa kelas VIII. Metode penelitian yang digunakan untuk mengungkapkan permasalahan tersebut melalui metode eksperimen dengan desain randomize pretes-posttest group design. Sampel penelitian ini adalah sebagian siswa dari kelas A dan C yang diambil secara two stage randome sampling pada seluruh siswa kelas VIII di SMPN 2 Lemahabang Kab.Cirebon. Pengundian acak dilakukan sebanyak dua kali, yang pertama dengan cluster random sampling untuk menentukan kelompok kelas dari enam kelas yang akan diundi dan pengundian yang kedua dengan pemilihan secara individu dari kelas yang telah terpilih yaitu A dan C. Penelitian dilakukan 3 kali pertemuan setiap minggunya selama 4 minggu, sebanyak 12 kali pertemuan. Instrumen yang digunakan untuk keterampilan sosial adalah SSRS (social skill ratingsystem) dan tes keterampilan dasar permainan seperti (dribbling, pasingg, dan shooting) untuk keterampilan bola basket yang telah

diuji validitas dan reliabilitas. Data yang diperoleh diolah menggunakan SPSS 16 melalui uji hipotesis dengan menggunakan MANOVA. Hasil penelitian mengungkapkan bahwa 1) Terdapat perbedaan keterampilan sosial antara model pembelajaran Personalized System Instruction dan model pembelajaran Inkuiiri. 2) Terdapat perbedaan keterampilan dasar permainan bola basket antara model pembelajaran Personalized System Instruction dengan model pembelajaran Inkuiiri. 3) Terdapat perbedaan keterampilan sosial dan keterampilan dasar permainan bola basket antara model pembelajaran Personalized System Instruction dengan model pembelajaran Inkuiiri.

. SPRINTER: Jurnal Ilmu Olahraga. spr. Upaya Meningkatkan Keterampilan Permainan Tenis Meja dengan Menerapkan Latihan Kelincahan.

Tenis meja adalah permainan yang susah dimainkan oleh siswa di SMA Budi Dharma Cancar, seperti mempraktekkan pukulan forehand dan backahnd tenis meja. Peneliti ingin meningkatkan keterampilan permainan tenis meja tersebut dengan menerapkan latihan kelincahan pada siswa kelas XI IPS SMA Budi Dharma Cancar. Penelitian ini adalah PTK yang bersifat siklus (terdiri dari dua siklus) dengan pemberian tindakan yang berulang melalui tahapan perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian ini adalah siswa kelas XI IPS yang berjumlah 30 siswa. Instrumen penelitian ini adalah pedoman tes praktek forehand dan backhand tenis meja. Teknik analisis datanya melalui analisis deskriptif persentase. Hasil analisis data penelitian menunjukkan persentase ketuntasan belajar siswa pada materi permainan tenis meja setelah pembelajaran melalui latihan kelincahan pada siklus 1 hanya 70%, namun persentase ketuntasan belajar siswa meningkat menjadi 93% pada siklus 2. Dengan demikian persentase siswa kelas XI IPS SMA Budi Dharma Cancar yang tuntas semakin meningkat setelah siswa diberi tindakan berupa pembelajaran permainan tenis meja (teknik dasar forehand dan backhand) melalui latihan kelincahan. Maka dapat disimpulkan ada peningkatan keterampilan permainan tenis meja dengan menerapkan latihan kelincahan pada siswa kelas XI IPS SMA Budi Dharma Cancar.

. Jurnal Master Penjas & Olahraga. jmpo. Hubungan Kekuatan Otot Lengan, Koordinasi Mata Tangan, Dan Rasa Percayadiri Dengan Keterampilan Smash Pada Permainan Bola Voli.

Tujuan penelitian ini adalah untuk mengetahui (1) hubungan kekuatan otot lengan (X1) dengan keterampilan smash (Y), (2) hubungan koordinasi mata-tangan (X2) dengan keterampilan smash (Y), (3) hubungan rasa percaya diri (X3) dengan keterampilan smash (Y), (4) hubungan kekuatan otot lengan (X1) , rasa percaya diri (X3), koordinasi mata-tangan (X2), secara bersama-sama dengan keterampilan smash (Y). Metode yang digunakan adalah metode korelasi yang menggunakan perhitungan product moment. Sample berjumlah 39 orang seluruh siswa yang mengikuti ekstrakurikuler bola voli. Instrumen penelitian yang digunakan adalah (1) kekuatan otot lengan dengan menggunakan push up, (2) koordinasi mata tangan dengan menggunakan instrument wall past test, (3) rasa percaya diri dengan menggunakan instrument kuesioner, (4) keterampilan smash dengan menggunakan test hasil total dari proses gerakan. Hasil pengujian hipotesis pertama terdapat hubungan yang positif antara kekuatan otot lengan (X1) dengan keterampilan smash (Y), kedua terdapat hubungan yang positif koordinasi matatangwan (X2) dengan keterampilan smash (Y), ketiga terdapat hubungan yang positif rasa percaya diri (X3) dengan keterampilan smash (Y), keempat terdapat hubungan yang positif kekuatan otot lengan (X1) , rasa percaya diri (X3), koordinasi mata-tangan (X2), secara bersama-sama dengan keterampilan smash (Y). Jadi dapat disimpulkan bahwa kekuatan otot lengan, koordinasi mata tangan, dan rasa percaya diri memiliki hubungan yang signifikan dengan keterampilan smash bola voli.

. Jurnal Master Penjas & Olahraga. jmpo. HUBUNGAN PENGUASAAN TEKNIK DASAR, KEKUATAN OTOT LENGAN DAN SELF CONFIDENCE DENGAN KETERAMPILAN SERVICE PADA PERMAINAN BOLAVOLI.

Tujuan dari penelitian ini adalah untuk mengetahui hubungan antara penguasaan teknik dasar, kekuatan otot lengan dan self confidence dengan keterampilan service pada permainan bolavoli. Jenis penelitian adalah asosiatif dengan menggunakan metode deskriptif kuantitatif korelasional. Populasi dalam penelitian ini adalah seluruh siswa yang mengikuti ekstrakurikuler bolavoli berjumlah 32 orang, dengan teknik sampling menggunakan total sampling, maka sampel dalam penelitiannya adalah sebanyak 32 orang siswa yang mengikuti ekstrakurikuler bolavoli di SMK Abdi Negara Kota Tanggerang. Instrumen yang digunakan untuk pengumpulan data adalah tes gerakan service atas, push and pull dynamometer test, kuesioner percaya diri dan tes AAHPER serving. Hasil penelitian menunjukan bahwa: 1)

Penguasaan teknik dasar memiliki hubungan yang signifikan dengan keterampilan service dengan besarnya kontribusi sebesar 70,5%. 2) Kekuatan otot lengan memiliki hubungan yang signifikan dengan keterampilan service dengan besarnya kontribusi sebesar 86,8%. 3) Self Confidence memiliki hubungan yang signifikan dengan keterampilan service dengan besarnya kontribusi sebesar 87,6%, dan 4) Penguasaan teknik dasar, kekuatan otot lengan dan self confidence secara bersama-sama memiliki hubungan yang signifikan dengan keterampilan service dengan besarnya kontribusi sebesar 94,6%. Penelitian ini memberikan indikasi bahwa faktor teknik, fisik dan mental merupakan suatu hal yang penting untuk dimiliki seorang pemain bolavoli.

*ethical issues in the software quality assurance function the generic challenge understanding patents fda and pharmaceutical life cycle management fourth edition elements of material science engineering by van vleck pearson the cask of amontillado questions and answers love or money*

## **ETHICAL ISSUES IN THE SOFTWARE QUALITY ASSURANCE FUNCTION**

**What is the ethical basis for software quality?** Ethics in software testing refers to the principles and standards that guide the behavior of software testers. It encompasses various aspects such as respect for user privacy, unbiased testing practices, and considerations for the impact on end-users.

**What are the major ethical issues in software development?** Privacy, accuracy, property, accessibility, and effects on quality of life, are all issues that must be considered in developing and delivering computer software systems. Choosing a particular approach to system development can either hinder or facilitate addressing these issues in an ethical manner.

**What are the ethical issues in the assurance of sustainability reports?** Most of the ethical issues observed involve four interconnected aspects: the commercialism underlying sustainability assurance, the symbolic nature of the verification process,

interdependency between auditing and consulting activities, and familiarity with the audited companies.

### **What are the ethical issues in testing and assessment?**

**What is software quality assurance?** Software quality assurance (SQA) is a means and practice of monitoring all software engineering processes, methods, and work products to ensure compliance against defined standards. It may include ensuring conformance to standards or models, such as ISO/IEC 9126 (now superseded by ISO 25010), SPICE or CMMI.

**What are the ethical considerations in software project?** Developers can create software that not only complies with technical requirements but also maintains moral principles and values by putting user #privacy and data security first, reducing bias and discrimination, guaranteeing accessibility and inclusivity, and encouraging ethical #businesspractices.

**What are the five-five ethical issues and considerations?** Ethical considerations in research are a set of principles that guide your research designs and practices. These principles include voluntary participation, informed consent, anonymity, confidentiality, potential for harm, and results communication.

**What are the four major ethical issues?** This framework approaches ethical issues in the context of four moral principles: respect for autonomy, beneficence, nonmaleficence, and justice (see table 1). This framework has been influential because the values it espouses seem to align with our moral norms.

### **What are examples of ethical issues?**

**What are the ethical issues in qual research?** However, the use of qualitative data collection techniques presents a unique set of ethical considerations that evaluators must take into account throughout the entire research process. Two ethical issues in qualitative research include confidentiality, and the role of the researcher as a data collection instrument.

**What are the three main ethical issues?** There are three main types of ethical issues: Utilitarian, Deontological, and Virtue. Utilitarian ethics focus on the

consequences of an action, while deontological ethics focus on the act itself. Virtue ethics focuses on the character of the person acting.

**Is there a difference between ethical issues and sustainability?** If sustainability relates to the planet, ethics concerns people – namely the human cost and impact of your business.

### **How do you identify ethical issues?**

**What are ethical issues in it?** Ethical issues in IT include personal privacy, protection of intellectual property such as copyrights and trade secrets, liability, racial and gender equality, and free speech issues.

**What are three ethical standards of testing?** The National Commission for the Protection of Human Subjects of Biomedical and Behavioral Research issued "The Belmont Report: Ethical Principles and Guidelines for the Protection of Human Subjects of Research." The report sets forth three principles underlying the ethical conduct of research: respect for persons, ...

**What is the difference between QA and software QA?** Software testing makes sure the product is secure and error-free to use. Quality assurance ensures that the function and product designs meet the end users' expectations. In quality assurance, the verification initiates from the beginning of the application and ensures that the software meets industry standards.

**What are the four types of quality assurance in software testing?** QA Used by the Industry Software Development: Unit testing, integration testing, system testing, acceptance testing.

**What is the primary goal of software quality assurance?** Find Failure and Defects: The primary goal of any software QA process is to test the software as thoroughly as possible to uncover any bugs and ensure superlative software quality.

### **What are the five 5 ethical issues and considerations?**

**What are the five ethical issues of computer ethics?** The five major ethical issues in computer science are data privacy and security, digital divide, AI ethics, intellectual property rights, and cyberbullying.

**What are the ethical considerations in testing?** Topics considered in the ethics of testing include: the use of test data, qualifications of test users, test development, fairness in testing, test selection, administration, scoring, interpretation, and the communication of results.

**What is ethics in software?** Ethics in software engineering is about making decisions that respect user privacy, promote fairness, and benefit society. It involves adhering to professional codes, navigating ethical dilemmas, and understanding the impact of unethical practices.

**What are the three quality aspects of software quality?** One useful way to think about the topic is to divide software quality into three aspects: functional quality, structural quality, and process quality.

**What is ethics in quality management?** This document discusses ethics and its role in quality management. It defines ethics as the study of human behavior within a moral context. Total quality cannot be achieved without ethical behavior, as ethical behavior builds trust, which is essential for total quality.

**What is the basis of the ethical standard?** Ethical standards also include those that enjoin virtues of honesty, compassion, and loyalty. And, ethical standards include standards relating to rights, such as the right to life, the right to freedom from injury, and the right to privacy.

## **THE GENERIC CHALLENGE UNDERSTANDING**

## **PATENTS FDA AND PHARMACEUTICAL LIFE**

## **CYCLE MANAGEMENT FOURTH EDITION**

**Understanding Patents, FDA, and Pharmaceutical Life Cycle Management**

**Q: What is a patent? A:** A patent is an exclusive right granted to an inventor for their invention, allowing them to prevent others from making, using, selling, or importing it for a certain period.

**Q: How do patents relate to pharmaceuticals? A:** Pharmaceutical patents protect the intellectual property of new drugs and devices, allowing innovators to recoup their research and development costs.

**Q: What is the role of the FDA in pharmaceutical life cycle management? A:** The FDA regulates the safety and efficacy of pharmaceuticals through various stages of development, including preclinical studies, clinical trials, and post-market monitoring.

**Q: What is the pharmaceutical life cycle? A:** The pharmaceutical life cycle consists of the following stages: discovery, research and development, clinical trials, regulatory approval, launch, market exclusivity, patent expiration, generic competition, and lifecycle management.

**Q: What is generic competition? A:** Generic competition occurs when a generic drug enters the market after the patent for the original brand-name drug expires. Generic drugs are bioequivalent to the branded drug but are typically sold at a lower price.

## **ELEMENTS OF MATERIAL SCIENCE ENGINEERING**

### **BY VAN VLACK PEARSON**

**What are the elements of material science and engineering?** Materials Science and Engineering (MSE) combines engineering, physics and chemistry principles to solve real-world problems associated with nanotechnology, biotechnology, information technology, energy, manufacturing and other major engineering disciplines.

**What below are the 4 elements of materials science and engineering?** In this course, we will be looking at the four components (structure, properties, processing, and performance) of materials, beginning with properties.

**What are the 4 components of material science?** The four basic elements of material science are metals, ceramics, glasses, and polymers. The four basic elements of material science are properties of materials, molecular-level considerations, testing, and devices.

**What are the four components of the discipline of materials science and engineering and their interrelationship?** Thus modern materials engineering involves exploitation of relationships among the four basic elements of the field—structure and composition, properties, synthesis and processing, and performance (i.e., the elements shown schematically in Figure 1.10), basic science, and industrial and broader societal needs.

**What are the 4 pillars of materials science?**

**What are the four major classifications of engineering materials?** Material Properties and Materials Science Several broad categories of engineering materials (e.g., metals, ceramics, polymers, and composites) are used in products.

**What are the fundamentals of materials science and engineering?** Fundamentals of Materials Science and Engineering takes an integrated approach to the sequence of topics – one specific structure, characteristic, or property type is covered in turn for all three basic material types: metals, ceramics, and polymeric materials.

**What are the 10 things every engineers should know about materials science?**

**What are the concepts of materials science and engineering?** Materials science and engineering seeks to understand the fundamental physical origins of material behavior in order to optimize properties of existing materials through structure modification and processing, design and invent new and better materials, and understand why some materials unexpectedly fail.

**What is the difference between materials science and engineering and materials engineering?** Materials science teaches us what things are made of and why they behave as they do. Materials engineering shows us how to apply knowledge to make better things and to make things better. Materials science and engineering drives innovation in both research and industry in everything from aerospace to medicine.

**What is structure in material science and engineering?** Structure—or the arrangement of materials' internal components—determines virtually everything about a material: its properties, its potential applications, and its performance within

those applications.

**What are the 4 main categories of materials?** Materials are classified based on their chemical, mechanical, and physical properties. The four main classifications of materials are: Ceramics, Metals, Polymers, and Composites.

**What are the elements of materials science?** Materials science still incorporates elements of physics, chemistry, and engineering. As such, the field was long considered by academic institutions as a sub-field of these related fields.

**What are the 4 factors for engineering material selection?** Material selection is an essential aspect of product design and development. An appropriate material should meet many basic criteria including efficient manufacturability, performance, reliability non-degradability and recyclability.

**What are the four pillars of engineering?** The four pillars of engineering management — People, Technology, Processes, and Product — provide a framework for approaching this task. Expanding these four pillars will also enable new managers to understand what is involved with the job.

**What are the 4 components of materials science and engineering discipline and explain its interrelationship?** This is the same set of disciplines required to attack the four parts of the materials science and engineering tetrahedron (Figure 1): synthesis/ processing, structure/composition, properties, and performance.

**What are the 4 basic materials?** Four materials rank highest on the scale of necessity, forming what I have called the four pillars of modern civilization: cement, steel, plastics, and ammonia are needed in larger quantities than are other essential inputs.

**What are the main 3 research areas of materials science?** The four strategic research areas are Energy Production and Storage, Electronics and Photonics, Bioinspired Materials and Systems, and Green Technologies. Materials Science & Engineering is an exciting and vibrant interdisciplinary research field.

**What are the main concepts of engineering materials?** The primary function of an engineering material is to withstand applied loading without breaking and without

exhibiting excessive deflection. The major classifications of engineering materials include metals, polymers, ceramics, and composites.

**What are the 4 types of advanced engineering materials?**

**What are the taxonomy of engineering materials?** Engineering materials are generally classified into six major families (metals, polymers, elastomers, ceramics, glass, and composite hybrids), and they are split into metals, nonmetals, and hybrid materials.

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## **THE CASK OF AMONTILLADO QUESTIONS AND ANSWERS**

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## **The Cask of Amontillado Questions and Answers**

### **1. Who are the two main characters in the story?**

- Montresor and Fortunato

### **2. What is the conflict between the two characters?**

- A past insult that Montresor believes Fortunato has committed against him

### **3. What does Montresor do to get revenge on Fortunato?**

- He entombs him in a crypt beneath his family's catacombs

### **4. What is the significance of the cask of amontillado?**

- It is the lure that Montresor uses to get Fortunato to accompany him into the catacombs

### **5. What are some of the symbols used in the story?**

- The catacombs and the cask represent Montresor's desire for revenge and his willingness to go to any lengths to achieve it.
- Fortunato's name, which means "fortunate," is ironic, as he is ultimately the victim of Montresor's revenge.
- The motto on the Montresor family crest, "Nemo me impune lacessit" (No one provokes me with impunity), represents Montresor's belief that he is justified in his actions.

## **LOVE OR MONEY**

**What is more important, love or money?** In my opinion, finding a balance between money and love is more important. Finding a balance in life is often the key to being truly happy. This means you may not want to focus on love at the expense of your career.

**Is love and money connected?** The research also showed a strong link between loving relationships and financial success. Whether the relationship is with a parent, a spouse, grandparents, children or friends, people who love well are inclined to build more wealth.

**Who wins love or money?** Shallow? They say love is the best feeling in the world and that those who are lucky enough to experience it are the happiest people in the world. That money should never be compared to love because love is endless and money can't buy love.

**Do you choose love or money?** Love is the real investment. Joining hands with your partner financially to achieve a goal can be a smart and ultimately rewarding decision. However, the partner should not be a means for your success, but one with whom you share joint flourishing.

**Is it better to marry for love or money?** Ultimately, the choice to marry for love or financial stability is deeply personal and subjective. While financial security is undoubtedly crucial for ensuring a comfortable and secure future, emotional fulfilment and companionship are equally essential for overall happiness and well-being.

**Why do people choose money over love?** Women Are Confessing What Happened When They Chose Money Over Love, And It's Complicated. "I prefer to be self-sufficient in as many things as I can so I don't have to depend on someone else for my own happiness and success."

**Can love be compared to money?** For many people, the value of love goes far beyond anything that can be bought. After all, people aren't expendable, and they also aren't on this planet forever. At the same time, money is necessary, and it can fulfill some of your desires.

**Does money matter in true love?** Only you can determine whether love or money should serve as the dominant factor for entering a relationship and while you may ask a family member for advice, the decision is yours to make. Regardless of the decision you make, it can be your comfort level, needs, and priorities that matter most.

**Can money buy true love?** If you wonder if can money buy love, then you need to understand that money may give temporary joy but it can never buy love. Some things can make you question is money important in a relationship, as survival is impossible without money, leaving the fact of two people staying together.

**Does true love ever win?** Yes, True love always wins.. As this has the things which other one can have. Trust is one of the most important factors in a relationship. If you don't trust the person you are with, then it is probably not a healthy, stable relationship and you most likely feel insecure about it.

**Do people still marry for love?** In addition to simply being in love and wanting to start a family, there are a variety of reasons people still choose to get married despite the risks, including reasons related to emotional and psychological well-being, health benefits, financial benefits, and sex.

**Does money end relationships?** Do you think combining money and marriage is a recipe for disaster? You're not alone. Money is the number one issue married couples fight about, and it's the second leading cause of divorce, behind infidelity.

**Can a woman love you without money?** Money has nothing to do with love. Real things in life can not be bought especially things of the heart. Having someone in your life that truly loves you, makes you richer than people with money. Don't ever let money be apart of decision making when it comes to love, their is nothing more valuable!

**Who is more powerful money or love?** Both can be important in their own way to make our life work. Money should not be the main objective of your relationship. And financial success usually comes as a result of a partnership that works, from love. That is why it is important to have both money and love.

**Is love more important than money?** Choosing love over money has always been a topic of debate but there are several reasons why love is considered to be more important than money. Importance of Love: Love is often considered more important than money because it fulfills our basic emotional needs for happiness, connection, and companionship.

**Do most marriages end because of money?** Money is widely known as one of the leading causes of divorce in America. It's estimated that financial problems contribute to 20-40% of all divorces. That means that for every 10 marriages that end in divorce, four of them are because of money.

**Is it financially smart to get married?** There are a number of financial benefits to marriage, ranging from lower insurance costs to higher mortgage eligibility. The marriage benefits are particularly pronounced for people who have widely different incomes.

**Is it better to do what you love or what makes money?** There is no universal answer to whether salary is more important than passion. Your decision should be based on your individual circumstances, values, and goals. It's important to strike a balance that aligns with your overall well-being and allows you to lead a fulfilling life.

**What should I choose, love or money?** Money cannot buy love, but money increases the chances of finding love, and love decreases the need for money. A higher income is associated with less daily sadness but not more daily happiness. A partner should not be a means for your success, but one with whom you share joint flourishing.

**What is important in marriage, love or money?** If love is there, nothing else matters. But if there is no love, then sex and money come. But, wait. Nothing matters for a successful marriage, only thing matters how good actor you are in front of Society though inside there is no love!

**Should I just marry for money?** One advantage of marriage is that it allows two people to have joint assets and resources. Marriage may be appealing during an economic downturn or a time of personal financial hardship. However, marrying out of financial fear may lead to relationship challenges, self-doubt, doubt about the relationship, and regret.

**Can you choose money over love?** Choosing money over love doesn't make you a bad person, but you probably shouldn't go for someone solely because of their bank account balance either. A successful relationship should bring you happiness and support. Money can not bring you both those things forever.

## **What are the disadvantages of love for money?**

**What is more important, love or career?** Choosing over love or career is not a question as both have their own values. While one needs love and support, fulfilling career is equally important for a sustainable relationships. Therefore, you need to have clear understanding of your needs. Know what needs attention and seek professional help if needed.

**Is it better to do what you love or what makes money?** There is no universal answer to whether salary is more important than passion. Your decision should be based on your individual circumstances, values, and goals. It's important to strike a balance that aligns with your overall well-being and allows you to lead a fulfilling life.

**Is money more important in a relationship?** Almost nine in ten respondents (89%) said that financial stability was necessary for a happy and successful relationship, while only 11% said it was not.

**Is money really the most important thing in life?** Happiness comes in different forms for different people and while it's true that getting a lot of money or a pile of new gifts can make you content initially, it never creates long-lasting happiness. There are much more important things in life than money, things that can make you genuinely happy.

## **When money is more important than love quotes?**

**How many people choose money over passion?** Money on the Mind However, their reasons for working may not be rooted in passion – 62.5% of women reported working for money, while only 12.8% reported worked for passion. Men were more likely to work for passion than their female counterparts, but age may have even more of an impact than gender.

**Why is passion better than money?** Why Passion Is So Important. If enthusiasm and passion are present, people tend to be more resilient when encountering obstacles. People who are passionate about what they do, rather than just working for the money alone tend to have more positive outlooks that can help them overcome difficulty through problem-solving.

**Does money give you a better life?** In contrast to happiness, Kahneman and Deaton found that life satisfaction increased steadily with income with no plateau. In other words, the more money people make, the more satisfied they are with their lives.

**Who is more powerful money or love?** Both can be important in their own way to make our life work. Money should not be the main objective of your relationship. And financial success usually comes as a result of a partnership that works, from love. That is why it is important to have both money and love.

**Is love more important than money?** Choosing love over money has always been a topic of debate but there are several reasons why love is considered to be more important than money. Importance of Love: Love is often considered more important than money because it fulfills our basic emotional needs for happiness, connection, and companionship.

**Is debt a red flag in a relationship?** Uncontrolled credit card debt, fueled by impulsive spending, is another financial red flag in a partner, according to relationship and personal finance experts. After all, being in a serious relationship with someone who has a lot of credit card or other debt can also have financial implications for you.

**What are the disadvantages of money?** A great disadvantage of money is that its value does not remain constant which creates instability in the economy. Too much of money reduces its value and causes inflation (i.e., rise in price level) and too little of money raises its value and results in deflation (i.e., fall in price level).

**What are the negative effects of having too much money?** Greater materialism is associated with a host of negative effects: lower self-esteem, greater narcissism, less empathy, and more conflicted relationships.

**Is there anything better than money?** Time is More Valuable Than Money: In our fast-paced lives, time is a precious commodity that we can never regain once it's gone. While money can buy material possessions, it cannot buy back the moments we spend with loved ones, the experiences that shape our memories, or the opportunities to pursue our passions.

**Can love be compared to money?** For many people, the value of love goes far beyond anything that can be bought. After all, people aren't expendable, and they also aren't on this planet forever. At the same time, money is necessary, and it can fulfill some of your desires.

**Can money buy true love?** If you wonder if can money buy love, then you need to understand that money may give temporary joy but it can never buy love. Some things can make you question is money important in a relationship, as survival is impossible without money, leaving the fact of two people staying together.

**Can money be a problem in a relationship?** According to Fidelity's 2024 Couples and Money study, 45% of partners argue about money at least occasionally and 25% of couples identify money as their greatest relationship challenge.<sup>1</sup> Here are six common financial issues that stress married couples.