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The Effect of Hybrid Learning Model (Interactive Video + Traditional Games) on Improving Basic Movement Skills and Learning Engagement of Primary School Students

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This study examined the effect of a hybrid learning model (interactive video and traditional games) on elementary students' basic movement skills and learning engagement. Motivated by the importance of basic movement development and low student engagement, this study used a quasi-experiment with a pre-test post-test control group design. The results showed that the hybrid learning model significantly improved both aspects compared to conventional learning. The integration of interactive videos was effective for concept understanding, while traditional games increased motivation and interaction. In conclusion, this hybrid learning model is highly effective and recommended to create a more holistic and engaging learning experience.

Keywords: Hybrid Learning, Interactive Video, Traditional Games, Basic Movement Skills, Learning Engagement, Primary School Students

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