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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

*Thursday, October 2, 2025 3:15 PM (15 minutes)*

This study aims to investigate the effect of a hybrid learning model that integrates interactive video with traditional games on improving basic movement skills and learning engagement of primary school students. This learning model is designed to utilise the advantages of digital technology in material delivery (interactive video) while maintaining the pedagogical values of collaborative physical activity (traditional games). Through a quantitative approach, this research will involve primary school students as subjects to measure the effectiveness of the hybrid model in developing students' gross and fine motor aspects, as well as their level of participation and motivation in the learning process. The next two months will be dedicated to the implementation of the experiment, data collection through observation, movement skills test, and learning engagement questionnaire, as well as statistical data analysis. The results of this study are expected to contribute significantly to the development of innovative and effective learning strategies to improve the quality of physical education at the primary school level.

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