

DAFTAR TABEL

Tabel 1-1 Jadwal Pengerjaan	6
Tabel 2-1 Simbol-Simbol Pada Flowmap [6].....	13
Tabel 3-1 Perbandingan Buku Ajar.....	16
Tabel 3-3-1 Kebutuhan Minimal Perangkat Keras.....	17
Tabel 3-3-2 Kebutuhan Minimal Perangkat Lunak.....	18
Tabel 3-4 <i>Storyboard</i> Menu <i>Pre-test</i>	27
Tabel 3-5 <i>Storyboard</i> Materi Sejarah.....	28
Tabel 3-6 <i>Storyboard</i> Materi <i>Service</i>	29
Tabel 3-7 <i>Storyboard</i> Materi <i>Passing</i>	30
Tabel 3-8 <i>Storyboard</i> Materi <i>Smash</i>	31
Tabel 3-9 <i>Storyboard</i> Materi <i>Block</i>	32
Tabel 3-10 <i>Storyboard</i> Aturan Permainan.....	33
Tabel 3-11 <i>Storyboard</i> Ukuran Lapangan.....	34
Tabel 3-12 <i>Storyboard</i> Teknik <i>Service</i> Atas.....	35
Tabel 3-13 <i>Storyboard</i> Teknik <i>Service</i> Bawah.....	36
Tabel 3-14 <i>Storyboard</i> Teknik <i>Service</i> Mengambang.....	37
Tabel 3-15 <i>Storyboard</i> Teknik <i>Passing</i> Atas.....	38
Tabel 3-16 <i>Storyboard</i> Teknik <i>Passing</i> Bawah.....	39
Tabel 3-17 <i>Storyboard</i> Teknik <i>Smash</i>	40
Tabel 3-18 <i>Storyboard</i> Teknik <i>Block</i>	41
Tabel 3-19 <i>Storyboard</i> Teknik Simulasi.....	42
Tabel 3-20 <i>Storyboard</i> <i>Post Test</i>	43