

fp-3-2024 121-124.pdf

by Andi Arif

Submission date: 19-Sep-2024 02:55AM (UTC+0900)

Submission ID: 2458109760

File name: fp-3-2024_121-124.pdf (1.4M)

Word count: 3784

Character count: 19833

fizjoterapia polska

POLISH JOURNAL OF PHYSIOTHERAPY

OFICJALNE PISMO POLSKIEGO TOWARZYSTWA FIZJOTERAPII

THE OFFICIAL JOURNAL OF THE POLISH SOCIETY OF PHYSIOTHERAPY

NR 3/2024 (24) DWUMIESIĘCZNIK ISSN 1642-0136

Wpływ treningu wibracyjnego na jakość przepływu żylnego w obrębie naczyń kończyn dolnych u dzieci z mózgowym porażeniem dziecięcym

The effect of vibration training on the quality of venous flow in the lower limb vessels in children with cerebral palsy

Biodro trzaskające wewnątrz w ocenie ultrasonograficznej
Internal snapping hip on ultrasound

ZAMÓW PRENUMERATĘ!

SUBSCRIBE!

www.fizjoterapiapolska.pl

www.djstudio.shop.pl

prenumerata@fizjoterapiapolska.pl



Development of wall volley digital test in badminton

Opracowanie cyfrowego testu odbijania piłki od ściany w badmintonie

Bimo Alexander^{1(A,B,C,D,E,F,G)}, Andri Arif Kustiawan^{1(B,C,D)}, Lismadiana^{2(B,F)}

¹Department of Sport Science, Universitas PGRI Yogyakarta, Indonesia

²Masters in Sports Coaching Education, Faculty of Health Sports Sciences, Yogyakarta State University, Indonesia

Abstract

Introduction. Badminton is a sport that is popular with all levels of society, because it is easy to play and does not require a large field, and can even be played indoors or outdoors. Therefore, the game of badminton in Indonesia can develop rapidly. One of the tests in badminton definitely uses the wall volleyball test to determine the skill level of training children or students. As is known, the wall volleyball test is a very good test to see how far a person's hitting ability in badminton is. The form of solving existing problems is by conducting research and developing wall volleyball tests so that teachers and coaches, especially athletes, no longer have doubts about their badminton skills.

Objective. To develop one of the skills test tools in badminton, namely wall volleyball.

Method. This research uses the research and development method which is used to produce certain product designs, test the effectiveness and validity of the designs that have been created so that the product is tested and can be used by the public.

Results. Questionnaire results from small-scale tests on the development of digital-based wall volleyball tests in PB. Persada Kulon Progo Yogyakarta, showed an assessment percentage of 95.38% and was categorized as "Decent". With such results, it is very feasible to continue this development to large-scale testing to see how feasible the results are with more people trying it and from different places. Large-scale trials were carried out at the PB club. PWS Godean Sleman and PB. Arjuna Bantul with a total of 35 athletes who met the criteria. Questionnaire results from a large-scale test of the development of a digital-based wall volleyball test in PB. PWS Godean Sleman and PB. Arjuna Bantul showed an assessment percentage of 99.56% and was categorized as "Decent". With such results, this development is very feasible to continue to the next stage, namely effectiveness. Testing the validity of this digital-based wall volleyball test instrument includes testing material with a score of 11 out of 13 maximum scores and getting a percentage of 84.61% (Decent). Practitioner testing with a score of 11 out of 13 maximum scores and obtained a percentage of 84.61% (Decent). Meanwhile, testing the validity of test equipment experts with a score of 30 out of 32 maximum scores received a percentage of 93.75% (Decent). Based on the results of the data percentage above, what has been developed by the researchers received the title "feasible" and was declared valid. The first trial test between digital and manual tests was not significant because the results obtained were the same. Meanwhile, for the 2 digital and manual experimental tests, $t = 4.779$ and $sig = 0.000$ $Sig < \alpha$ ($0.000 < 0.05$), thus meaning that the 2 digital experimental tests are significantly different from the 2 manual tests.

Conclusion. The development of a digital-based wall volleyball test was stated to be significant in achieving better results than the manual one.

Keywords

wall volleyball digital test, badminton

Streszczenie

Wprowadzenie. Badminton jest sportem popularnym we wszystkich warstwach społecznych, ponieważ jest łatwy do gry, nie wymaga dużego boiska, a można go grać zarówno w pomieszczeniach, jak i na zewnątrz. Dlatego też gra w badminton w Indonezji może rozwijać się dynamicznie. Jednym z testów używanych w badmintonie jest test odbijania piłki od ściany, który służy do oceny poziomu umiejętności trenujących dzieci lub uczniów. Jak wiadomo, test odbijania piłki od ściany jest bardzo skutecznym sposobem oceny zdolności uderzania piłki w badmintonie. Rozwiązaniem istniejących problemów jest przeprowadzenie badań i rozwój testów odbijania piłki od ściany, aby nauczyciele i trenerzy, a zwłaszcza sportowcy, nie mieli wątpliwości co do swoich umiejętności badmintonowych.

Cel. Celem jest rozwój jednego z narzędzi do testowania umiejętności w badmintonie, czyli testu odbijania piłki od ściany.

Metoda. W badaniu zastosowano metodę badawczo-rozwojową, której celem jest opracowanie określonych projektów produktów, a następnie ocena skuteczności i ważności stworzonych projektów, aby produkt był przetestowany i mógł być wykorzystywany przez użytkowników.

Wyniki. Wyniki ankiety z małoskalowych testów dotyczących rozwoju cyfrowego testu odbijania piłki od ściany w klubie PB Persada Kulon Progo Yogyakarta wykazały ocenę na poziomie 95,38%, co zaklasyfikowano jako "zasługujące". Przy takich wynikach uznano za zasadne kontynuowanie tego rozwoju na większą skalę, aby sprawdzić jego efektywność przy większej liczbie uczestników z różnych miejsc. Testy na dużą skalę przeprowadzono w klubach PB PWS Godean Sleman i PB Arjuna Bantul z udziałem 35 sportowców spełniających kryteria. Wyniki ankiety z dużoskalowych testów rozwoju cyfrowego testu odbijania piłki od ściany w klubach PB PWS Godean Sleman i PB Arjuna Bantul wykazały ocenę na poziomie 99,56%, co zaklasyfikowano jako "zasługujące". Przy takich wynikach rozwój ten jest bardzo zasadne kontynuować do kolejnego etapu, czyli oceny skuteczności. Walidacja tego cyfrowego narzędzia testowego obejmowała testowanie materiału, które uzyskało wynik 11 na 13 maksymalnych punktów i ocenę na poziomie 84,61% (zasługujące). Testowanie przez praktyków również uzyskało wynik 11 na 13 maksymalnych punktów i ocenę 84,61% (zasługujące). Natomiast testowanie przez ekspertów narzędzia testowych uzyskało wynik 30 na 32 maksymalnych punktów i ocenę na poziomie 93,75% (zasługujące). Na podstawie powyższych wyników walidacji, opracowane przez badaczy narzędzie uzyskało tytuł "zasługujące" i zostało uznane za ważne. Pierwsze porównanie wyników testów cyfrowych i manualnych nie wykazało istotnych różnic, ponieważ uzyskane wyniki były takie same. Natomiast w przypadku drugiego porównania testów cyfrowych i manualnych, $t = 4,779$ i $sig = 0,000$, co oznacza, że różnice są istotne statystycznie ($Sig < \alpha$, czyli $0,000 < 0,05$).

Wniosek. Opracowanie cyfrowego testu odbijania piłki od ściany zostało uznane za istotne w osiągnięciu lepszych wyników niż test manualny.

Słowa kluczowe

cyfrowy test odbijania piłki od ściany, badminton

Introduction

Sports play an important role in human life; helps develop individuals who are physically and mentally healthy, and have a disciplined and sportsmanlike character, which ultimately contributes to the formation of quality human beings. Badminton is a sport that is popular with all levels of society, because it is easy to play and does not require a large field, and can even be played indoors or outdoors. Therefore, the game of badminton in Indonesia can develop rapidly. Badminton is an individual game played in singles (one against one) or doubles (two against two).

Badminton games generally use a racket as an extension of the subject's hand, and a shuttlecock as the object being hit. According to [6] badminton can be played indoors or outdoors on a court determined by lines with certain dimensions.

The badminton court is rectangular in shape with a net dividing the court into two parts, right and left. Meanwhile, the basic principle of the game is to ensure that the shuttlecock does not land on the court, making sure that the shuttlecock is only touched once every time it is hit or returned. Badminton is one of the most famous sports in the world. This sports practice attracts the interest of various age groups, as is also the case in Indonesia. According to [7] sports training can be carried out starting from childhood with the hope that the body and mind can be developed continuously (progressively) and systematically. Meanwhile, to achieve maximum performance, coaching from an early age is very necessary and coaches play an important role in this matter. In essence, the success or failure of early childhood development depends on the trainer's abilities.

To achieve high performance in the game of badminton, it must be supported by excellent conditions in various aspects. A badminton athlete really needs strength, reaction speed and endurance. Strength is useful for strong punches or whips that can make it difficult or even deadly for an opponent. Furthermore [1] states that explosive power is the ability to use maximum strength in a very short time. Reaction speed is useful as an athlete's steps to respond to the sudden, fast, sometimes unexpected arrival of the shuttlecock. Speed can also be interpreted as the ability to carry out a movement in a short time with a distance that tends to be longer. Endurance is useful as a guardian of the rhythm of the game, be it technique, tactics, physicality in long terms or long rallies [13] Speed is the ability to cover a distance in the shortest time. Speed does not only mean moving the whole body quickly, but can also be limited to moving body parts in the shortest time [8].

Badminton has movements and types of skills that originate from three basic skills, namely locomotor, non-locomotor and manipulative. In locomotor movements, for example, shifting, stepping, running, turning the body and jumping. Non-locomotor movements include standing when serving or receiving a service, bouncing, reaching or movements that change body position. Lastly, the manipulative movement is the movement of hitting the shuttlecock with the racket from various positions [5].

Every sport, be it a game or another, definitely has rules and tests for each technique that will be applied. Badminton also has a skills test to measure how skilled a person is at badminton.

The test is the Wall volleyball Test. This test can stand alone as a specific skills test [12]. Every time a new student is admitted to a sports college, especially a special study program such as Sports Coaching Education at the Faculty of Sports Science, Yogyakarta State University, every prospective student who takes a badminton concentration will definitely encounter a wall volleyball test.

So far, the wall volleyball test is still manual, or its application is still relatively old and there has been no change. As the calculations are still carried out by humans, the measurements of the lower, upper, left, right and even striking distances are often unclear. These many shortcomings are largely due to the scarcity of comprehensive references regarding wall volleyball games, including the rules.

As is known, the wall volleyball test is a very good test to see how far a person's hitting ability in badminton is. Wall volleyball can also be used as a flexibility exercise for wrists and arm muscle strength endurance. According to [15] that wall volleyball is primarily intended to measure shuttlecock playing skills with coordinated movements that include elements of reaction, agility, flexibility and speed.

Along with advances in science and technology, measurement tools or media in tests can be modernized without eliminating basic principles of measurement itself. According to [11], technology is a design for instrumental action that reduces uncertainty in a cause-effect relationship that includes the achievement of a desired result. According to [4], technology often means non-human, mechanical instrumentality, as opposed to human, rational and other organic attributes. So it can be said that modern technological developments have changed many test measuring instruments to become more practical, effective and efficient. The change or development of media from manual to digital is not without cause and the reasons are not clear. But this development aims to make it easier to use, expand the assumption from initially only one goal to several goals at once and reduce human errors which often occur and are classic in a test which still mostly uses manual methods. The development of tests from manual to digital will indirectly increase user motivation and they will try to achieve even better results. The aim of this research is to develop a tool for measuring skill tests in badminton, namely wall volleyball. Meanwhile, this research specifically aims to see how effective the wall volleyball test is using a digital tool complete with hitting accuracy compared to a manual one that only counts the number of bounces.

Method

This research uses research and development methods. According to [9] development is a process that involves steps to create a new product or improve an existing product, which can be documented systematically. The researcher carried out the trial design in this research twice, namely a small scale trial and a pilot test. large scale. The test subjects in this study were badminton athletes who had been training at a badminton club for at least 2 years or had taken part in badminton competitions held in the local area or outside the area and had mastered all the basic techniques in badminton, especially grips and strokes. Small scale tests were carried out in PB. Persada Ku-

lon Progo and large-scale trials were carried out in PB. PWS Godean and PB. Bantul Cadets. The instrument used in developing this product is an assessment questionnaire, for To test product effectiveness, the research instrument used by researchers was to measure a skill test in wall volleyball for 30 seconds with two digital and manual trials. The data analysis technique used in this research is quantitative with numerical assessment.

Results

In material expert validation, the percentage obtained was 84.61%. Thus, it can be concluded that according to material experts, at the validation stage of the digital-based wall volleyball test material being developed, the feasibility aspect of the material content received the "feasible" category. In the Digital Equipment Expert validation, the percentage obtained was 93.75%. Thus, it can be concluded that according to Digital Equipment experts, at the validation stage of the media development for the digital-based wall volleyball test being developed, the suitability aspect of the media in terms of physical, design, writing, color and usability received the "feasible" category.

After revisions were made from the initial draft to expert validation, it was continued with small-scale field trials. Small scale trials were carried out at the PB club, Persada Kulon Progo with 15 athletes who met the criteria. Questionnaire results from small-scale tests on the development of digital-based wall volleyball tests in PB. Persada Kulon Progo Yogyakarta, showed an assessment percentage of 95.38% and was categorized as "Decent". Next, large-scale trials were carried out at the PB club. PWS Godean Sleman and PB. Arjuna Bantul with a total of 35 athletes who met the criteria. Questionnaire results from a large-scale test of the development of a digital-based wall volleyball test in PB. PWS Godean Sleman and PB. Arjuna Bantul showed an assessment percentage of 99.56% and was categorized as "Decent". With such results, this development is very feasible to continue to the next stage, namely effectiveness. Effectiveness testing was carried out by looking at the test results between manual wall volleyball and the digital wall volleyball test which had been developed by researchers with the same person. In other words, one subject carries out a test with 2 different objects, manual and digital, with 2 trial opportunities.

Testing the validity of this digital-based wall volleyball test instrument includes testing material with a score of 11 out of 13 maximum scores and obtaining a percentage of 84.61% (Decent). Practitioner testing with a score of 11 out of 13 maximum scores and getting a percentage of 84.61% (Decent). Meanwhile, testing the validity of test equipment experts with a score of 30 out of 32 maximum scores received a percentage of 93.75% (Decent). Based on the results of the data percentage above, what has been developed by the researchers received the title "feasible" and was declared valid. The next test uses Paired t-test analysis, namely to see the relationship between paired samples, whether there is an influence between tests using the development of digital-based wall volleyball test equipment at 1 manual tests or old models. The Paired t-test uses the SPSS (Statistical Package For Social

Science) instrument which is considered valid. The paired t test uses a significance level of 95% with an error level of 0.05. The following is a presentation of paired t test data. see the level of significance between digital and manual tests. If $t_{count} > t_{table}$ or $sig < \alpha$ means it is significantly different and if $t_{count} < t_{table}$ or $sig > \alpha$ it means the difference is not significant. A 95% confidence level is used, significance level (α) = 100% - confidence level = 100% - 95% = 5% = 0.05. Experimental test 1 digital with manual, $t = -0.290$ and $sig = 0.773$ $sig > \alpha$ ($0.773 > 0.05$) thus means that experimental test 1 digital is not significantly different from test 1 manual. In other words, for the first trial test, the digital and manual tests were not significant because the results obtained were the same. Meanwhile, for the 2 digital and manual experimental tests, $t = 4.779$ and $sig = 0.000$ $sig < \alpha$ ($0.000 < 0.05$), thus meaning that the 2 digital experimental tests are significantly different from the 2 manual tests. In other words, for the second trial test, the results obtained were very different and significantly higher for the test using digital than manual.

Discussion

The research results show that there is a significant difference between tests using digital and manual and using digital is higher than manual. The wall volleyball digital test is a digital-based tool that functions to detect every reflection of the shuttlecock towards the wall. Apart from that, this tool is also equipped with a blow accuracy detector and can be used anywhere, even without a conventional electricity supply, because this tool is also equipped with battery power that can be used at any time. The development of this tool was made with a high level of precision, considering that the wall volleyball test was carried out using high time and speed.

Wall volleyball Badminton is not just a test that is light and easy to do. In fact, this test requires many supporting factors to see maximum results. Wall volleyball also requires training, coordination of body parts, energy systems, muscle endurance and wrist flexibility. According to Suharno, quoted from [3] "Training is a process of physically and mentally preparing children to train systematically to achieve optimal quality performance by being given a regular, directed, increasing and repeated training load." [14] stated that exercise is a process of change for the better, namely improving physical, functional body equipment and psychological quality. According to [2] training is a person's effort to prepare himself for a certain goal. Goal here means the targets they have set and what steps they will take to achieve them.

The game of badminton requires a person's skill in hitting the shuttlecock to return an attack from an opponent whose direction and speed changes all the time. So the exercise or test that is considered appropriate for someone to see their skills in processing the shuttlecock in badminton is the wall volleyball method. According to [12] the wall volleyball test is a test item that can be combined in a test or can stand alone as a special skill. evaluate extensively The results of learning badminton skills can be determined in two ways, namely: by competing in matches and by carrying out badminton skills tests.

Wall volleyball constitutes a person's ability to hit as many balls as possible against a wall for 30 seconds, in this case trying to keep the shuttlecock from falling to the floor. According to [10], to measure badminton playing skills using Lockhart-McPerson, a test begins with a serve shot towards the wall from behind the starting line, then the ball that bounces off the wall is volleyed towards the target area as much as possible for 30 seconds.

Conclusion

1. The results obtained from the development test of the wall volleyball test equipment were very good. It can be seen from the accuracy of the data displayed in accordance with what should be measured in this test. Apart from that, the addition of specifications such as having points from five to one means that athletes compete to at least beat their own points made in the first attempt.

2. Based on the validation results carried out by experts, this digital-based wall volleyball was declared "feasible" with material test results getting a percentage of 84.61%, practitioner test results with a percentage of 84.61% and the validity of

the test equipment expert instruments getting a percentage of 93.75%. So based on the percentage results above, it can be concluded that what has been developed by researchers can be declared valid.

3. Based on the effectiveness test using Paired t-test analysis, it was concluded that the digital 1 experimental test was not significantly different from the manual 1 test, and the digital 2 experimental test was significantly different from the manual 2 test. With this, the development of a digital-based wall volleyball test was declared significant in achieving better results than the manual one.

3

Adres do korespondencji / Corresponding author

Sp. (ETS)

Sp. (ETS)

Bimo AlexanderE-mail: bimoalexander@upy.ac.id

Sp. (ETS)

Piśmiennictwo/References

1. Brown, J. (2001). Sports talent. How to identify and develop outstanding athletes. Champaign, Illinois: Human Kinetics Publishers. Inc.
2. Bompa, Tudor O. (1994). "Theory and methodology of training." IOWA: Kendal/Hunt Publishing Company.
3. Djoko Pekik Irianto. (2002). "Coaching basics." Diktat. Yogyakarta: Faculty of Sports Science, UNY.
4. Gilbert, Thomas F. (1996, 2007). Human competence: Engineering worthy performance. Washington, DC: ISPI Press.
5. Herman Subardhja. (2000). Badminton. Jakarta: Depibud Directorate General of Culture and Medium
6. James Poole, (2008). "Learn badminton." Bandung. Jaya Pioneers
7. Johansyah Lubis. (2013). Strength Training for Young Athletes. Journal of Sports Science, Vol, No. 1, 2013.
8. Muhajir. (2007). Sports physical Education and health. Jakarta: Erlangga.
9. Nana Syaodih Sukmadinata. (2015). Educational research methods. Bandung: PT Teen Rosdakarya.
10. Ngatman. 2001. Tests and Measurements. Yogyakarta: FIK UNY.
11. Rogers, Everett M. (1986). Communication technology. Simon and Schuster.
12. Sapti Kunta Purnama. (2010). Modern badminton coaching. Surakarta: Yuma Pustaka.
13. Suharjana. (2013). Physical fitness. Yogyakarta: Jogja Global Media.
14. Sukadiyanto. (2002). 'Theory and methodology of physical training for tennis players.' Yogyakarta: Faculty of Sports Science, UNY.
15. Tohar. (1992). Badminton Sports of Choice. Department of Education and Culture.

ORIGINALITY REPORT

9%

SIMILARITY INDEX

5%

INTERNET SOURCES

5%

PUBLICATIONS

3%

STUDENT PAPERS

PRIMARY SOURCES

1	S. M. Fernanda Iragraha. "The 4th International Conference on Physical Education, Sport and Health (ISMINA) and Workshop: Enhancing Sport, Physical Activity, and Health Promotion for A Better Quality of Life", Open Science Framework, 2021 Publication	1%
2	educationdocbox.com Internet Source	1%
3	Submitted to Program Pascasarjana Universitas Negeri Yogyakarta Student Paper	1%
4	Submitted to Universitas Pendidikan Indonesia Student Paper	1%
5	anzdoc.com Internet Source	1%
6	ejournal.unib.ac.id Internet Source	1%
7	eprints.uny.ac.id Internet Source	1%

1 %

8

zero.sci-hub.se

Internet Source

1 %

9

Dwi Khoirudin, Henri Gunawan Pratama, Danang Ari Santoso, Baskoro Nugroho Putro. "Enhancing Technical Skills Using Under-Passing and Game Approach in Girls Volleyball", Physical Education and Sports: Studies and Research, 2023

Publication

<1 %

10

Yuli Rahmawati, Peter Charles Taylor. "Empowering Science and Mathematics for Global Competitiveness", CRC Press, 2019

Publication

<1 %

11

hdl.handle.net

Internet Source

<1 %

12

ia801303.us.archive.org

Internet Source

<1 %

13

Submitted to Valdosta State University

Student Paper

<1 %

14

Hikmah, Asrial, Arifin Sanusi. "Measuring Tourist Satisfaction with Facilities and Cleanliness at Beach Destinations (A Case Study of Air Cina Beach Tourism, Lifuleo Village, Kupang Regency, East Nusa Tenggara,

<1 %

Indonesia)", International Journal of Sustainable Development and Planning, 2024

Publication

15

Muhammad Syam'un Al Ghazi, Kholid. "The Simple Game of the Learning Model Approach on Elementary School Students", Journal of English Education and Teaching, 2023

Publication

<1 %

Exclude quotes Off

Exclude matches Off

Exclude bibliography Off



Article Error You may need to use an article before this word. Consider using the article **the**.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to remove this article.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to remove this article.



Article Error You may need to remove this article.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Article Error You may need to use an article before this word.



Missing "," Review the rules for using punctuation marks.



P/V You have used the passive voice in this sentence. You may want to revise it using the active voice.



Article Error You may need to remove this article.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Wrong Article You may have used the wrong article or pronoun. Proofread the sentence to make sure that the article or pronoun agrees with the word it describes.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Article Error You may need to use an article before this word.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to remove this article.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Prep. You may be using the wrong preposition.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to use an article before this word.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



P/V You have used the passive voice in this sentence. You may want to revise it using the active voice.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Article Error You may need to remove this article.



P/V You have used the passive voice in this sentence. You may want to revise it using the active voice.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



P/V You have used the passive voice in this sentence. You may want to revise it using the active voice.



Run-on This sentence may be a run-on sentence.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.



Sp. This word is misspelled. Use a dictionary or spellchecker when you proofread your work.