

ABSTRAK**PENGEMBANGAN PROTOTIPE BUKU PENDIDIKAN BUDI PEKERTI DALAM MEMAINKAN INSTRUMEN GAMELAN *SARON BARUNG* (UNTUK SD)**

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2018

Nilai-nilai pendidikan budi pekerti dalam memainkan gamelan menjadi potensi pada penelitian ini. Analisis kebutuhan dilakukan dengan cara melakukan wawancara pada dua praktisi gamelan dan pembagian angket pada 20 siswa kelas V yang mengikuti kegiatan ekstrakurikuler karawitan. Hasil analisis kebutuhan siswa menunjukkan bahwa siswa mengetahui nilai-nilai budi pekerti dalam memainkan gamelan namun siswa belum pernah membaca buku berisi informasi tentang nilai-nilai budi pekerti dalam memainkan gamelan. Penelitian ini mengembangkan prototipe berupa buku pendidikan budi pekerti dalam memainkan instrumen *saron barung* (untuk SD). Tujuannya untuk membantu siswa dalam memahami nilai-nilai budi pekerti dalam memainkan gamelan dan sebagai sarana literasi.

Jenis penelitian ini adalah penelitian dan pengembangan (R&D) dengan menggunakan enam langkah menurut Sugiyono yang meliputi: 1) potensi dan masalah, 2) pengumpulan data, 3) desain produk, 4) validasi desain, 5) revisi desain, 6) uji coba produk. Prototipe divalidasi oleh praktisi gamelan dan ahli bahasa dengan nilai 3,75 (sangat baik) sehingga layak untuk diujicobakan.

Uji coba produk dilakukan satu kali di SD Kanisius Klepu yang diikuti oleh 25 siswa. Dari hasil refleksi setelah uji coba, peneliti mendapatkan data bahwa 14 siswa menjawab memainkan gamelan melatih penabuh memiliki sikap sopan santun, religius, kerjasama, tenggang rasa, konsentrasi, ketekunan, dan tanggung jawab. 15 siswa menjawab arti dari tenggang rasa dalam memainkan instrumen *saron barung* yaitu menghargai penabuh lain. Hasil uji coba produk mendapatkan skor rata-rata 3,48 (sangat baik) sehingga layak digunakan. Semua siswa juga tertarik dan antusias untuk mewarnai gambar setelah membaca cergam. Jadi prototipe dapat memfasilitasi siswa untuk mendapatkan informasi tentang nilai-nilai budi pekerti dalam memainkan gamelan.

Kata kunci: pengembangan, prototipe buku, cerita bergambar, pendidikan budi pekerti, memainkan gamelan

ABSTRACT**DEVELOPING PROTOTYPE CHARACTER VALUE BOOK IN PLAYING SARON BARUNG (FOR ELEMENTARY SCHOOL)**

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The character values in playing gamelan became the potential of this research. The needs analysis was done by doing interview with two gamelan's practitioners and giving the questionnaire to 20 students of grade V which joined karawitan. The result of the needs' analysis showed that the students have known the character values in playing gamelan but the students have not read any books about character values in playing gamelan. This research was developing prototype in a form of character values in playing saron barung book (for elementary school). The aim was to help the students in understanding the character values in playing gamelan and as the reference of literacy.

This research used Research and Development as the methodology. It used six steps as explained by Sugiyono, they are: 1) potential and problem, 2) data gathering, 3) designing the product, 4) design validation, 5) revising the design, and 6) product trials. The prototype was validated by the practitioner of gamelan and linguist with 3,75 as the score (very good) so it was worthy to be tested.

The trial was conducted in Kanisius Klepu Elementary School and participated by 25 students. From the reflection after the trial, the researcher found that 14 students answered that playing gamelan can help the players to be polite, religious, tolerance, diligent, responsible, and to be able to cooperate and concentrate. 15 students answered that the meaning of tolerance in playing saron barung was respecting other players. The result of the trial got 3,48 (very good) as the average of the score so it was proper to be used. All of the students were also interested and enthusiastic to color the picture after reading picture story. Thus, prototype could facilitate the students to get more information about character values in playing gamelan.

Keyword: *development, prototype book, picture story, character value, playing gamelan*