

## ABSTRAK

### PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER INTEGRITAS BERBASIS PERMAINAN TRADISIONAL UNTUK ANAK USIA 10-12 TAHUN

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Dekadensi moral yang terjadi di lingkup sekolah, seperti *bullying*, menyontek, plagiasi, korupsi, tawuran, dan sebagainya menunjukkan kurangnya integritas pada anak usia sekolah. Kesadaran akan pentingnya integritas perlu dikembangkan sejak dini. Penelitian ini bertujuan untuk mengembangkan buku panduan pendidikan karakter integritas berbasis permainan tradisional untuk anak usia 10-12 tahun. Penelitian ini dilakukan menggunakan metode *Research and Development* (R&D) tipe ADDIE dengan melibatkan sepuluh guru bersertifikasi dari berbagai daerah sebagai responden analisis kebutuhan, sembilan validator untuk validasi *expert judgement*, dan sepuluh anak dari SD Negeri Jonggrangan yang beralamat di Jonggrangan, RT 01/RW 15, Sendangmulyo, Minggir, Sleman sebagai subjek penelitian.

Hasil penelitian ini menunjukkan (1) pengembangan buku panduan pendidikan karakter integritas berbasis permainan tradisional dilakukan mengikuti lima langkah R&D tipe ADDIE, (2) buku panduan pendidikan karakter integritas berbasis permainan tradisional dinilai memiliki kualitas “Sangat baik” dengan direkomendasi “Tidak perlu direvisi” dengan skor 3,87 berdasarkan hasil *expert judgement*, (3) penerapan buku pedoman pendidikan karakter integritas berbasis permainan tradisional terbukti berpengaruh terhadap integritas karakter anak usia 10-12 tahun berdasarkan perolehan nilai  $t(9) = 11,963$  dan  $p = 0,000$  ( $p > 0,05$ ) dari uji signifikansi, persentase sebesar 94% dari uji korelasi Pearson yang termasuk kategori “efek besar”, dan persentase sebesar 73,86% dari uji *N-gain score* yang termasuk kualifikasi efektivitas “Tinggi”.

Kata kunci: pendidikan karakter, karakter integritas, buku pedoman, permainan tradisional,

## ABSTRACT

### **DEVELOPMENT OF INTEGRITY CHARACTER EDUCATION HANDBOOK BASED ON TRADITIONAL GAME FOR CHILDREN AGED 10-12 YEARS**

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*Moral decadence that occurs in the scope of schools, such as bullying, cheating, plagiarism, corruption, fights, and so on shows the lack of integrity in school-age children. Awareness of integrity needs to develop from an early age. This study aims to develop a traditional game-based integrity character education handbook for children aged 10-12 years. This research was conducted using the ADDIE-type Research and Development (R&D) method, involving 10 certified teachers from various regions as needs analysis respondents, 9 validators for expert judgement validation, and 10 students of SD Negeri Jonggrangan at Jonggrangan, Sendangmulyo, Minggir, Sleman as research subjects.*

*The results of this study state (1) the development of a traditional game-based integrity character education handbook is carried out following five ADDIE-type R&D steps, (2) a traditional game-based integrity character education guidebook is considered to have "very good" quality and recommendations "no need for revision" with score 3.87 based on expert judgment results, (3) the application of the traditional game-based integrity character education handbook was shown to have an effect on the character integrity of children aged 10-12 years based on the acquisition of  $t(9) = 11.963$  and  $p = 0.000$  ( $p > 0.05$ ) from the significance test, a percentage of 94% of the Pearson correlation test which was classified as a "big effect" category, and a percentage of 73.86% of the N-gain score test which was classified as a "High" effectiveness qualification.*

**Keywords:** character education, integrity, handbook, traditional games.