

**ABSTRAK**

**PENGEMBANGAN BUKU PANDUAN PERMAINAN “PASARAN”  
UNTUK MENGEMBANGKAN *EXECUTIVE FUNCTION* ANAK USIA  
7 TAHUN**

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Penelitian ini dilatarbelakangi karena pentingnya kemampuan *executive function*, terutama kemampuan *working memory* dan *inhibitory control* yang sangat diperlukan oleh anak-anak agar mampu menghadapi tantangan baru, mengontrol diri, serta mampu menggunakan nalar dalam memecahkan beberapa masalah. Tujuan penelitian ini adalah (1) mendeskripsikan proses pengembangan buku panduan permainan tradisional *pasaran* untuk meningkatkan *executive function* anak usia 7 tahun. (2) mendeskripsikan kualitas permainan tradisional *pasaran* pada buku panduan untuk mengembangkan *executive function* pada anak usia 7 tahun.

Jenis penelitian yang digunakan adalah penelitian dan pengembangan (R&D). Penelitian pengembangan melaksanakan enam dari sepuluh langkah menurut Borg dan Gall, yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) revisi desain, dan (6) uji coba produk. Teknik pengumpulan data dalam penelitian ini menggunakan wawancara, observasi, dan kuisioner.

Buku panduan permainan tradisional *pasaran* memiliki kualitas sangat baik. Kualitas diketahui dari hasil validasi produk oleh para validator. Hasil rerata penilaian media permainan tradisional *pasaran* adalah 3,58 dari 4,00, penilaian ini memiliki kriteria produk yang sangat baik. Berdasarkan hasil validasi produk serta hasil uji coba produk, menunjukkan bahwa buku panduan permainan tradisional *pasaran* memiliki kriteria yang sangat baik dan layak digunakan.

Kata kunci : penelitian dan pengembangan, *Executive Function*, buku panduan permainan, permainan tradisional *pasaran*

**ABSTRACT**

***THE DEVELOPMENT OF A “PASARAN” GAME GUIDEBOOK TO  
DEVELOP THE EXECUTIVE FUNCTION OF 7 YEARS OLD  
CHILDREN***

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*This study was prompted by the importance of executive functions, particularly working memory and inhibitory control skills, in children's ability to facing new challenges, controlling oneself, and being able to use reason in solving several problems. The aims of this study were (1) to describe the process of developing pasaran as traditional game media to improve the executive function of children aged 7 years. (2) Describe the quality of pasaran as traditional game guide book to improve executive function in children aged 7 years.*

*The research and development (R&D) method is applied. According to Borg and Gall, development research includes six of the ten steps: (1) potential and problems, (2) data collection, (3) product design, (4) design validation, (5) design revision, and (6) trial product. In this study, data was gathered using interviews, observations, and questionnaires.*

*The quality of pasaran as traditional game guide book is excellent. The findings of product validation by validators provide information on quality. The average of pasaran as a traditional game media evaluation result is 3.58 of 4,00, indicating this assessment has extremely good product criteria. According to the results of product validation and product trials, pasaran as a traditional game guide book has very good criteria and is suitable for usage.*

***Keywords:*** *Research and Development, Executive Function, Game Guide Book, Pasaran as Traditional Game*