

ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER
BERWAWASAN LUAS DENGAN PERMAINAN TRADISIONAL UNTUK
ANAK USIA 7-9 TAHUN**

Maria Vania Hernitya
Universitas Sanata Dharma
2024

Pendidikan karakter anak sangat memprihatinkan dan menjadi pusat perhatian karena masalah krisis karakter berwawasan luas. Penelitian ini dilakukan untuk mengembangkan buku permainan tradisional dalam menumbuhkan karakter berwawasan luas pada anak usia 7-9 tahun. Metode penelitian pengembangan (R&D) dengan tipe ADDIE digunakan dalam penelitian ini. Penelitian ini melibatkan sepuluh guru tersertifikasi untuk melakukan analisis kebutuhan, sepuluh validator untuk melakukan validasi buku dengan *expert judgement* dan delapan anak yang terlibat dalam uji coba produk secara terbatas. Penelitian dilakukan di SD Kanisius Ngapak 2. Hasil dari penelitian ini membuktikan bahwa 1) Pengembangan buku pedoman dilakukan berdasarkan langkah-langkah ADDIE, 2) Kualitas buku permainan tradisional menunjukkan skor sebesar 3,85 (skala 1-4) yang termasuk kualifikasi "sangat baik" sehingga "tidak perlu revisi", 3) Penerapan buku permainan tradisional berpengaruh pada karakter berwawasan luas. Hasil uji signifikansi dengan *paired samples t-test* menunjukkan hasil *posttest* ($M = 3,5375$, $SE = 0,06529$) lebih tinggi dibandingkan dengan *pretest* ($M = 2,2125$, $SE = 0,05489$) dengan $t(7) = 25,185$ yang memperlihatkan bahwa terjadi perbedaan yang dikatakan signifikan, karena $p = 0,000$ ($p < 0,05$). Besar pengaruh dapat diperlihatkan dengan hasil r sebesar 0,994 dan termasuk dalam kategori "Efek besar" setara dengan 98,91% yang artinya memberi pengaruh peningkatan karakter berwawasan luas anak. Selain itu, uji efektivitas menunjukkan hasil *N-Gain Score* sebesar 74,42% yang termasuk dalam kategori tingkat efektivitas "Tinggi". Hal tersebut menunjukkan bahwa buku pedoman permainan tradisional sangat efektif dalam menumbuhkan karakter berwawasan luas anak usia 7-9 tahun.

Kata Kunci: Pendidikan Karakter, Buku Pedoman, Karakter Berwawasan Luas, Permainan Tradisional.

ABSTRACT

**DEVELOPMENT OF A HANDBOOK FOR WISDOM CHARACTER
EDUCATION WITH TRADITIONAL GAMES FOR CHILDREN AGED 7-9
YEARS**

Maria Vania Hernitya
Sanata Dharma University
2024

Children's character education is very worrying and has become the center of attention because of the problem of a wisdom character crisis. This research was conducted to develop a traditional game books to foster the wisdom character in children aged 7-9 years. The research development (R&D) method with the ADDIE type was used in this research. This research involved ten certified teachers to conduct a needs analysis, ten validators to validate the book with expert judgment and eight children who were involved in limited product trials. The research was conducted at SD Kanisius Ngapak 2. The results of this research prove that 1) The development of the guidebook was carried out based on the ADDIE steps, 2) The quality of the traditional game book showed a score of 3,85 (scale 1-4) which includes the qualification "very good" so "no need for revision", 3) The application of traditional game books has an effect on wisdom characters. The results of the significance test with paired samples t-test showed that the posttest results ($M = 3,5375$, $SE = 0,06529$) were higher than the pretest ($M = 2,2125$, $SE = 0,05489$) with $t(7) = 25,185$ which shows that there is a difference which is said to be significant, because $p = 0,000$ ($p < 0,05$). The magnitude of the influence can be shown with an r result of 0,994 and is included in the "Large effect" category which is equivalent to 98,91%, which means it has an influence on improving the child's wisdom character. Apart from that, the effectiveness test showed an N-Gain Score of 74,42% which was included in the "High" effectiveness level category. This shows that traditional game manuals are very effective in developing wisdom character in children aged 7-9 years.

Keywords: Character Education, Guidebook, Wisdom Characters, Traditional Games.