

**ABSTRAK**

**PENGEMBANGAN BUKU PENDIDIKAN KARAKTER RASA INGIN TAHU DENGAN PERMAINAN TRADISIONAL UNTUK ANAK USIA 7–9 TAHUN**

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2024

Tujuan dilakukannya penelitian ini ialah melakukan pengembangan buku pedoman permainan tradisional yang dapat meningkatkan karakter rasa ingin tahu anak berusia 7-9 tahun. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan pendekatan ADDIE. Penelitian ini melibatkan sepuluh guru bersertifikasi sebagai responden analisis kebutuhan. Selain itu, empat dosen, empat guru bersertifikasi, praktisi permainan tradisional, dan seniman juga terlibat sebagai validator produk buku permainan tradisional. Subjek yang dilibatkan dalam uji coba terbatas penelitian ini delapan anak dengan usia 7-9 tahun. Berdasarkan penelitian ini dapat dirangkum dalam tiga poin utama yaitu 1) Produk yang dikembangkan melalui tahap-tahap ADDIE, 2) Kualitas produk penelitian memperoleh skor rerata 3,84 dan memenuhi kriteria “Sangat baik”, sehingga “Tidak Perlu Revisi”, dan 3) produk mampu mempengaruhi karakter rasa ingin tahu anak berusia 7-9 tahun. Hal ini dibuktikan dengan rerata skor uji signifikansi dengan *paired samples t test* menunjukkan skor rerata *posttest* ( $M = 3,54688$ ,  $SE = 0,05716$ ) sehingga skor lebih tinggi dari rerata *pretest* ( $M = 2,2265$ ,  $SE = 0,014032$ ). Nilai  $t(7) = 9,408$ ,  $p = 0,000$  ( $p < 0,05$ ), menunjukkan perbedaan yang signifikan. Besarnya pengaruh (*effect size*) sebesar  $r = 0,996$  sepadan dengan 99% yang termasuk kategori “Efek Besar”. Hasil analisis *N-gain score* adalah 73,49% termasuk dalam kriteria “Tinggi”.

Kata Kunci: pendidikan karakter, karakter rasa ingin tahu, permainan tradisional

**ABSTRACT**

***DEVELOPMENT OF CHARACTER EDUCATION BOOK CURIOSITY  
THROUGH TRADITIONAL GAMES FOR CHILDREN AGED 7-9 YEARS***

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*The aim of this research is to develop a manual for traditional games that can increase the curious character of children aged 7-9 years. The research method used is Research and Development (R&D) with the ADDIE approach. This research involved ten certified teachers as respondents to the needs analysis. Apart from that, four lecturers, four certified teachers, traditional game practitioners and artists were also involved as validators of traditional game book products. The subjects involved in this limited research trial were eight children aged 7-9 years. Based on this research, it can be summarized in three main points, namely 1) The product was developed through the ADDIE stages, 2) The quality of the research product obtained an average score of 3.84 and met the criteria "Very good", so "No Revision is Required", and 3) The product is able to influence the curious character of children aged 7-9 years. This is proven by the mean score of the significance test with paired samples *t* test showing the posttest mean score ( $M = 3.54688$ ,  $SE = 0.05716$ ) so that the score is higher than the pretest mean ( $M = 2.2265$ ,  $SE = 0.014032$ ). The value of  $t(7) = 9.408$ ,  $p = 0.000$  ( $p < 0.05$ ), shows a significant difference. The magnitude of the effect (effect size) of  $r = 0.996$  is equivalent to 99% which is included in the "Large Effect" category. The results of the N-gain score analysis were 73.49%, including the "High" criteria.*

*Keywords: character education, character curiosity, traditional games*