

ABSTRAK

PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER INTEGRITAS DENGAN PERMAINAN TRADISIONAL UNTUK ANAK USIA 7-9 TAHUN

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Pendidikan karakter integritas yang rendah serta terbatasnya sarana menyebabkan permasalahan serius. Penelitian berfokus pada pengembangan buku pedoman pendidikan karakter integritas dengan permainan tradisional pada anak berusia 7-9 tahun. Metode *R&D* tipe *ADDIE* digunakan oleh peneliti dalam penelitian ini. Penelitian yang dilaksanakan dengan melibatkan 10 guru bersertifikasi dari beragam daerah di Indonesia, 10 validator dari berbagai bidang melalui “*expert judgement*,” serta delapan anak yang berusia 7-9 tahun ikut terlibat dalam uji coba buku pedoman secara terbatas. Hasil penelitian mampu memberikan bukti bahwa, 1) pengembangan produk penelitian berupa buku pedoman memakai sistematika *ADDIE*, 2) mutu produk dengan skor 3,87 “Sangat Baik” serta “Tidak perlu revisi”, serta 3) produk mampu mempengaruhi karakter integritas anak berusia 7-9 tahun. *Mean pretest* ($M = 2.0750$, $SE = 0.19086$) lebih kecil dibandingkan dengan *mean posttest* ($M = 3.5250$, $SE = 0.26592$). $t(7) = 13,781$, $p = 0,000$ ($p < 0,05$). “Efek besar” diberikan oleh peneliti melalui produk dengan memberikan efek intervensi produk $r = 0,98$ dan sejajar 95,95%. Sedangkan *N-gain score* 75,52% kategori “Tinggi”. Buku pedoman yang dikembangkan oleh peneliti dalam penelitian ini mampu menghasilkan mutu produk sangat baik sehingga peneliti tidak perlu melakukan revisi produk, produk juga mampu memberikan pengaruh yang besar terhadap karakter integritas anak yang berusia 7-9 tahun.

Kata Kunci: buku pedoman, karakter integritas, permainan tradisional

ABSTRACT

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

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Low integrity character education and limited facilities caused serious problems. The research focused on developing an integrity character handbook book through traditional games for children aged 7-9 years. The ADDIE type R&D method was used by researchers in this study. The research was carried out involving 10 certified teachers from various regions in Indonesia, 10 validators from various fields through "expert judgment," and eight children aged 7-9 years who were involved in a limited trial of the guidebook. The results of the research were able to provide evidence that, 1) the development of research products in the form of guidebooks uses ADDIE systematics, 2) the quality of the product with a score of 3.87 "Very Good" and "No need for revision", and 3) the product was able to influence the integrity character of children aged 7-9 years. The pretest mean ($M = 2.0750$, $SE = 0.19086$) was smaller than the posttest mean ($M = 3.5250$, $SE = 0.26592$). $t(7) = 13.781$, $p = 0.000$ ($p < 0.05$). The "Large effect" was given by researchers through the product by giving the product intervention effect $r = 0.98$ and equal to 95.95%. Meanwhile, the N-gain score was 75.52% in the "High" category. The manual developed by researchers in this research was able to produce very good product quality so that researchers did not need to revise the product, the product was also able to have a big influence on the integrity character of children aged 7-9 years.

Keywords: handbook, integrity character, traditional game