

ABSTRAK

PENGEMBANGAN BUKU PEDOMAN PERMAINAN TRADISIONAL UNTUK MENUMBUHKAN KARAKTER TANGGUNG JAWAB SOSIAL ANAK USIA 7-9 TAHUN

Yohana Yesi Kusumaning Tyas
Universitas Sanata Dharma
2024

Tujuan dilakukannya penelitian ini yaitu mengembangkan buku permainan tradisional, mengkaji kualitas buku permainan tradisional dan mengkaji bahwa pengaplikasian buku permainan tradisional dapat menumbuhkan karakter tanggung jawab sosial anak berusia 7-9 tahun. Model penelitian dan pengembangan (R&D) dengan tipe ADDIE digunakan pada penelitian ini. Pada analisis kebutuhan, dilibatkan sepuluh guru dari berbagai daerah. *Expert judgement* juga dilakukan dengan melibatkan sebelas validator. Sepuluh anak turut terlibat sebagai partisipasi dalam uji coba. Berdasarkan penelitian ini dihasilkan, 1) Pengembangan buku permainan tradisional disesuaikan dengan tahapan pada ADDIE (*Analyze, Design, Develop, Implement, dan Evaluate*); 2) Kualitas yang diperoleh buku permainan tradisional “Sangat Baik” atau ekuivalen skor 3,78 (Skala 1-4) dan rekomendasi “Tidak perlu revisi”; dan 3) Hasil uji signifikansi menunjukkan uji coba buku permainan tradisional mempengaruhi karakter tanggung jawab sosial pada anak berusia 7-9 tahun. Hasil *posttest* ($M = 3,6000, SE = 0,04472$) menunjukkan skor yang lebih tinggi daripada rerata data *pretest* ($M = 2,3200, SE = 0,10414$). Nilai $t(9) = 17,601$ dan $p = 0,000$ ($p > 0,05$) menunjukkan perbedaan yang signifikan. Selain itu, *effect size* mendapatkan nilai $r = 0,985$ dikategorikan “Efek besar” dan persentase sebesar 97%. Hasil uji efektivitas juga mendapatkan kategori “Tinggi” dengan nilai *N-gain score* sebesar 76,19%.

Kata Kunci: pendidikan karakter, karakter tanggung jawab sosial, permainan tradisional

ABSTRACT

DEVELOPMENT OF A MANUAL BOOK FOR TRADITIONAL GAMES TO GROW THE SOCIAL RESPONSIBILITY CHARACTER OF CHILDREN AGED 7-9 YEARS

Yohana Yesi Kusumaning Tyas
Sanata Dharma University
2024

The goal of this study was to develop traditional game books, examine the quality, and impact of traditional game books on the development of social responsibility in children aged 7-9 years. ADDIE type R&D methodology was applied. In the need analysis, ten teachers from various regions were involved. Expert judgement was also conducted by involving eleven validators. Ten children were involved in the trial. Based on this research, 1) Traditional game book development adapted to the ADDIE (Analyze, Design, Develop, Implement, and Evaluate) phases; 2) Traditional game books get a “Very good” quality or a score of 3,78 (scale 1-4) and the advice “No need for revision”; and 3) Significance test result show that traditional game book testing had an impact on social responsibility character in children aged 7-9 years. The posttest results ($M=3.6000$, $SE = 0,04472$) showed a higher scores than the pretest ($M = 2,3200$, $SE = 0,10414$). The value of $t(9) = 17,601$ and $p = 0,000$ ($p > 0,05$) showed a significant difference. The effect size obtained a value of $r = 0,985$, categorized as “Large effect” and the percentage was 97%. The effectiveness test results received a “High” grade with an N-Gain score of 76.19%.

Keywords: character education, responsibilty character, traditional game