ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER
RASA INGIN TAHU DENGAN PERMAINAN TRADISIONAL
UNTUK ANAK USIA 10-12 TAHUN**

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2024

Penelitian ini dilakukan untuk mengatasi masalah rendahnya karakter rasa ingin tahu anak pada usia 10-12 tahun. Dalam penelitian ini, digunakan metode *Research and Development* (R&D) dengan pendekatan ADDIE. Tujuannya adalah untuk mengembangkan pedoman permainan tradisional yang dapat merangsang minat pengetahuan pada anak. Sepuluh ahli berperan sebagai penilai ahli, dan kami juga melibatkan delapan anak sebagai sampel uji terbatas. Hasil uji menunjukkan beberapa temuan penting. Pertama, buku pedoman permainan tradisional berhasil dikembangkan melalui tahapan *Analyze, Design, Develop, Implement* dan *Evaluate*. Kedua, buku pedoman ini mendapat skor 3,68 (dari skala 1-4) dengan penilaian "sangat baik" dan rekomendasi "Tidak Perlu Direvisi". Ketiga, penerapan buku pedoman permainan tradisional telah memberikan dampak signifikan pada minat pengetahuan anak. Nilai $t(7)$ menunjukkan 10,983 dengan $p = 0,000$ ($p > 0,05$). Buku pedoman permainan tradisional memiliki pengaruh sebesar $r = 0,097$, yang termasuk dalam kategori sebagai "Efek Besar" dengan peningkatan karakter rasa ingin tahu anak sebesar 94,5%. Selain itu, tingkat efektivitas *N-Gain Score* dari buku pedoman ini mencapai 76,27%, yang termasuk dalam kategori "Tinggi".

Kata kunci: buku pedoman, permainan tradisional, karakter rasa ingin tahu.

ABSTRACT

DEVELOPMENT OF A TRADITIONAL GAMES MANUALS FOR CURIOSITY CHARACTERS FOR CHILDREN AGED 10-12 YEARS

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This research was conducted to overcome the problem of the low level of curiosity in children aged 10-12 years. In this research, the Research and Development (R&D) method with the ADDIE approach was used. The aim was to develop traditional game guidelines that can stimulate children's interest in knowledge. Ten experts served as expert raters, and we also involved eight children as a limited test sample. The test results showed several important findings. First, the traditional game manual was successfully developed through the Analyze, Design, Develop, Implement and Evaluate stages. Second, this manual received a score of 3.68 (on a scale of 1-4) with a rating of "very good" and a recommendation of "No Revision Required". Third, the application of traditional game manuals had a significant impact on children's interest in knowledge. The $t(7)$ value showed 10.983 with $p = 0.000$ ($p > 0.05$). Traditional game manuals had an effect of $r = 0.097$, which was included in the "Large Effect" category with an increase in children's curiosity by 94.5%. In addition, the effectiveness level of the N-Gain Score of this manual reached 76.27%, which was included in the "High" category.

Keywords: manuals, traditional games, curiosity characters.