

ABSTRAK

PENGEMBANGAN PROTOTIPE BUKU PENDIDIKAN BUDI PEKERTI
DALAM MEMAINKAN GAMELAN (UNTUK SD)

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Potensi penelitian ini adalah kegiatan ekstrakurikuler gamelan di SD. Dari hasil wawancara peneliti dengan dua orang praktisi gamelan, peneliti mendapat informasi ada nilai-nilai yang terkandung dalam memainkan gamelan. Dari hasil angket yang dibagikan kepada 15 siswa di SDK Minggir, peneliti mendapatkan data: 46.6% siswa menulis bahwa memainkan gamelan membantu mereka memiliki kebiasaan berdoa, 33.3% berkonsentrasi, 53.4% hidup rapi. Selain itu 86.7% siswa menulis pernah membaca buku tentang notasi gamelan, tetapi bukan buku tentang gamelan yang mengandung nilai-nilai budi pekerti. Oleh karena itu, peneliti terdorong untuk mengembangkan prototipe buku pendidikan budi pekerti dalam memainkan gamelan (untuk SD). Prototipe terdiri dari dua bagian. Bagian pertama memuat artikel “Nilai Budi Pekerti dalam Memainkan Gamelan”. Bagian kedua berisi Cergam berjudul “Menabuh *Kempul* Mengasah Kesabaran dan Ketekunan”.

Prosedur pengembangan menggunakan 6 langkah penelitian pengembangan (*R&D*) menurut Sugiyono, meliputi: 1) potensi dan masalah, 2) pengumpulan data, 3) desain produk, 4) validasi desain, 5) revisi desain, 6) uji coba produk. Prototipe divalidasi dua kali. Validasi pertama dilakukan oleh dua praktisi dengan skor rata-rata 3.6 (dari rentang nilai 1-4). Dengan beberapa catatan untuk revisi, setelah prototipe direvisi, divalidasi kembali oleh seorang praktisi dan mendapat skor 4. Dengan demikian prototipe layak diujicoba.

Ujicoba terbatas dilakukan di dua tempat. Pertama, di SD Kanisius Minggir Sleman diikuti oleh 20 siswa. Dari hasil refleksi yang ditulis siswa. 10 siswa menjawab nilai-nilai yang terkandung di dalam memainkan gamelan adalah sopan, toleransi, kerja sama, dan tanggung jawab. 10 siswa menulis jika memainkan instrumen *kempul* melatih kesabaran dan ketekunan. Kedua, di Desa Kenatan, Muntilan yang diikuti oleh 7 siswa untuk mewarnai Cergam. Semua siswa tertarik untuk mewarnai gambar seusai membaca Cergam. Jadi prototipe membantu siswa mendapat informasi tentang nilai-nilai yang terkandung di dalam memainkan gamelan dan tertarik untuk mewarnai Cergam.

Kata Kunci: pengembangan, prototipe buku, cerita bergambar, memainkan gamelan, pendidikan budi pekerti.

ABSTRACT**DEVELOPING THE BOOK PROTOTYPE OF CHARACTER
EDUCATION BOOKS IN PLAYING GAMELAN (FOR ELEMENTARY
SCHOOL)**

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The potential of this study is the gamelan as one of the extracurricular activities in elementary school. From the results of interviews with two gamelan practitioners there are values that are inserted in playing the gamelan. From the results of questionnaires with 15 students in Kanisius Minggir Primary School wrote that playing gamelan helps them: have a habit of praying (46.6%), concentrate (33.3%), live well (53.4%). In addition, 86.7% of students wrote that they never read a book on gamelan notation, neither a book about the values contained in the gamelan. Therefore, the researcher is encouraged to develop a prototype of character education books in playing gamelan (for elementary school). The prototype consists of two parts. The first part contains an article on "The Value of Character in Playing the Gamelan". The second part contains a chirping entitled "*Kempul Sharpening Patience and Persistence*".

The development procedure uses 6 steps of development research (R & D) according to Sugiyono, covering: 1) potential and problem, 2) data collection, 3) product design, 4) design validation, 5) design revision, 6) product trial. The prototype is validated twice. The first validation was performed by two practitioners with an average score of 3.6 (from a range of 1-4). With another note to revision, the prototype was re-validated by a practitioner with a score of 4. Thus the prototype deserves to be tested.

The tests of limited was done in two place. First, in primary school kanisius minggir sleman followed by 20 students as their representatives .From the results of the reflections that written students. 10 students said values contained in in a play gamelan was a, tolerance, cooperation, and responsibilitie. 10 students write if plays an instrument *kempul* train patience and perseverance. Second, in the village Kenatan, Muntilan a one followed by 7 students for dyeing storybooks pictorial. All students interested in colored a picture after read storybooks pictorial. Into prototypes help students obtain information about the values of that is contained in play gamelan and be attracted to coloring the prototype storybooks pictorial.

Keywords: development, prototype of book, picture story, playing gamelan, character education.