

ABSTRAK

PENGEMBANGAN PROTOTIPE BUKU PENDIDIKAN BUDI PEKERTI DALAM MEMAINKAN INSTRUMEN GAMELAN *BONANG BARUNG* (UNTUK SD)

Thomas Yuli Padmara
Universitas Sanata Dharma
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Potensi penelitian ini adalah kegiatan ekstrakurikuler gamelan di SD. Peneliti melakukan wawancara dengan dua praktisi gamelan dan memperoleh informasi bahwa ada nilai-nilai dalam memainkan gamelan. Hasil angket yang dibagikan pada 15 siswa SD Kanisius Minggir, diperoleh data bahwa memainkan gamelan menjadikan 67% siswa memiliki kebiasaan berdoa, 33% siswa memiliki kebiasaan disiplin, 67% siswa bersikap sopan. Selain itu, 73% siswa belum pernah membaca buku tentang memainkan gamelan. Oleh karena itu, peneliti terdorong untuk mengembangkan prototipe buku pendidikan budi pekerti dalam memainkan gamelan (untuk SD). Prototipe tersebut terdiri dari dua bagian. Bagian pertama artikel “Nilai-Nilai Budi Pekerti dalam Memainkan Gamelan”. Bagian kedua cergam “Bermain *Bonang Barung*, Melatih Tanggung Jawab”.

Peneliti menggunakan 6 langkah penelitian dan pengembangan (*R&D*) menurut Sugiyono, yaitu: 1) potensi dan masalah, 2) pengumpulan data, 3) desain produk, 4) validasi desain, 5) revisi desain, 6) uji coba produk. Tujuan penelitian ini adalah mengembangkan protitipe buku pendidikan budi pekerti dalam memainkan gamelan (untuk SD) dan mengetahui kualitas prototipe tersebut. Hasil validasi produk yang dilakukan oleh guru gamelan SD dan ahli bahasa didapatkan skor rerata “3,56” (rentang 1-4) dengan kategori “sangat baik”.

Uji coba produk dilakukan di SD Kanisius Minggir dan diikuti oleh 19 siswa. Hasil refleksi berkaitan dengan pemahaman siswa tentang nilai-nilai budi pekerti dalam memainkan gamelan dan dalam instrumen *bonang barung* mendapatkan skor “3,54” (rentang 1-4). Hasil tersebut menunjukkan bahwa prototipe buku pendidikan budi pekerti dalam memainkan gamelan (untuk SD) yang dikembangkan memiliki kualitas “sangat baik”.

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

ABSTRACT**DEVELOPING A PROTOTYPE BOOK ON THE CHARACTER EDUCATION
IN PLAYING THE INSTRUMENT GAMELAN BONANG BARUNG (FOR
ELEMENTARY SCHOOL STUDENTS)**

Thomas Yuli Padmara
Sanata Dharma University
2018

The current research focused on the extracurricular activity of gamelan (a Javanese traditional instrumental ensemble) in an elementary school. The researcher conducted interview with two gamelan practitioners and it was noticed that playing gamelan depicted character values. From the results based on questionnaires distributed to fifteen students at SD Kanisius Minggir exhibited that performing gamelan led students to have several good habits; 67% showed praying habit, 33.3% disciplinary, and 67% politeness. Besides, as many as 73% students have never read any books about playing gamelan. Therefore, the researcher was encouraged to develop a prototype book on the character education in playing gamelan for elementary school students. The prototype consists of two divisions: 1) articles on character values in playing gamelan, and 2) a picture story entitled "playing bonang barung: habituating responsibility".

The goals of the study are to develop a prototype book on the character education in performing gamelan for elementary schools and to measure the quality of the prototype. Therefore, the researcher carried out an R&D research with 6 steps (according to Sugiyono, 2012): 1) analysing the need, 2) gathering the data, 3) designing the product, 4) validating the design, 5) revising the design, and 6) applying the product. Results on the product validation done by gamelan teachers of elementary school and language experts showed that the average score was 3.56 (on range 1 to 4) with the category 'very good'.

The product trial was conducted at SD Kanisius Minggir and followed by 19 students. The result of reflection relates students' understanding of the character values in playing gamelan and in the instrument bonang barung get 3.54 (on range 1 to 4) in score. It is obvious that the prototype book on the character education in playing gamelan for elementary schools possesses a 'very good' quality.

Keywords: developing, prototype book, character education, gamelan.