

ABSTRAK

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

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Nilai-nilai budi pekerti dalam memainkan gamelan menjadi fokus penelitian ini. Analisis kebutuhan peneliti lakukan dengan cara mewawancarai dua praktisi gamelan dan membagikan angket kepada 10 siswa SD Kanisius Gowongan kelas V yang mengikuti ekstrakurikuler gamelan. Setiap siswa yang memainkan gamelan memang sudah menyerap nilai-nilai budi pekerti dalam memainkan gamelan, tetapi mereka belum pernah membaca buku berisi informasi tentang memainkan gamelan. Oleh karena itu penelitian ini bertujuan untuk mengembangkan dan mengetahui kualitas prototipe buku pendidikan budi pekerti dalam memainkan instrumen gamelan *saron demung* (untuk SD).

Jenis penelitian ini adalah penelitian dan pengembangan (*reseach & development*). Disini peneliti ingin meneliti dan mengembangkan produk berupa buku cerita bergambar dengan menggunakan enam langkah menurut Sugiyono, yaitu: (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) revisi desain, (6) uji coba produk. Prototipe divalidasi seorang validator ahli gamelan yang menjadi pelatih *karawitan* di SD dan ahli Bahasa Indonesia dengan mendapatkan skor rata-rata 3,9 (dari skala 4) . Dengan demikian prototipe tersebut masuk dalam kategori “sangat baik” dan sudah layak untuk diuji cobakan setelah revisi.

Uji coba terbatas dilakukan peneliti di SD Kanisius Minggir yang diikuti oleh 21 Siswa kelas V. Dari hasil rekap lembar refleksi, peneliti mendapatkan data: bahwa sebanyak 18 siswa menjawab pada saat memainkan instrumen *saron demung*, *pengrawit* harus membutuhkan konsentrasi. Berkaitan dengan pemahaman siswa tentang nilai-nilai budi pekerti dalam memainkan gamelan dan dalam instrument *saron demung* mendapatkan skor 3,66 (dari skala 4). Berdasarkan penilaian dengan menggunakan pedoman yang digunakan oleh peneliti, maka didapatkan hasil rata-rata skor 3,21 (dari skala 4) yang tergolong dalam klasifikasi “baik”.

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

ABSTRACT**THE DEVELOPMENT OF PROTOTYPE OF CHARACTER
EDUCATION BOOK WITH PLAYING THE INSTRUMENT GAMELAN
SARON DEMUNG
(FOR ELEMENTARY SCHOOL)**

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The values of character in playing gamelan become the focus of this research. Analysis of the needs of researchers do by interviewing two gamelan practitioners and distributing questionnaires to 10 elementary school students Kanisius Gowongan class V which follows ekstrakurikuler gamelan. Every student who plays the gamelan is already absorbing the values of character in playing gamelan, but they have never read a book containing information about playing the gamelan. Therefore this research is aimed to develop and know the quality of prototype of character education book in playing saron demung gamelan instrument (for elementary school).

The kind of this thesis is a research and development. This research use a method modification by Sugiyono have a six step there are 1) the potential aand the problem, (2) collecting the information, (3) design the product, (4) validation the design, (5) revision the design, and (6) trials the product. The prototype validated by validator who became a karawitan trainer in elementary school and an Indonesian expert with an average score of 3.9. This prototype is feasible to be used and tested after revision.

Researchers trial the product at Kanisius Minggir Elementary School followed by 21 students of class V. From the results of the test questionnaire recap, the researchers obtained data: that as many as 18 students answered at the time of play instrument saron demung, pengrawit must need concentration which means the concentration of one's attention or mind on something, when the pengrawit can beat gently, and when to beat loudly. In relation to the student's understanding of the values of character in playing the gamelan and in the instrument saron demung got a score of 3.66. Based on the assessment using the guidelines used by researchers, then obtained the average score of 3.21 which belongs to the classification of "good".

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