

ABSTRAK**PENGEMBANGAN PROTOTIPE BUKU PENDIDIKAN BUDI PEKERTI
DALAM MEMAINKAN INSTRUMEN GAMELAN *KETHUK* UNTUK SD**

Juguntorowati

Universitas Sanata Dharma

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Analisis kebutuhan dalam penelitian ini diperoleh melalui penyebaran kuesioner kepada 15 siswa yang mengikuti ekstrakurikuler karawitan dan wawancara kepada dua praktisi gamelan. Hasil penyebaran kuesioner menunjukkan informasi belum ada buku tentang memainkan gamelan untuk SD, karena 80% siswa belum pernah membaca buku memainkan gamelan dan 20% siswa hanya pernah membaca buku tuntunan *sekar macapat*. Dari wawancara didapatkan informasi belum ada buku tentang memainkan gamelan yang mengandung nilai-nilai budi pekerti untuk SD. Berdasarkan data tersebut, peneliti mengembangkan prototipe buku pendidikan budi pekerti dalam memainkan instrumen gamelan *kethuk* untuk SD.

Jenis penelitian yang digunakan adalah *Research & Development* dengan menggunakan enam metode penelitian dan pengembangan menurut Sugiyono, meliputi 1) potensi dan masalah, 2) pengumpulan data, 3) desain produk, 4) uji validasi desain, 5) revisi desain, 6) uji coba produk. Prototipe buku divalidasi oleh ahli gamelan dan ahli bahasa mendapat skor rata-rata 3,65 (dari interval 1-4) dalam klasifikasi “sangat baik” dengan beberapa catatan untuk revisi. Oleh karena itu, prototipe buku layak diujicoba setelah direvisi.

Ujicoba produk dilakukan di SD Kanisius Kumendaman Yogyakarta yang diikuti oleh 15 siswa kelas VI. Hasil uji coba produk menunjukkan bahwa siswa memahami nilai-nilai budi pekerti yang didapatkan *penabuh* saat memainkan gamelan dengan skor 3,60 yang masuk dalam klasifikasi “sangat baik” dan nilai konsentrasi dalam memainkan instrumen *kethuk* dengan skor 3,73 dalam klasifikasi “sangat baik”. Perolehan skor tersebut menunjukkan bahwa prototipe buku pendidikan budi pekerti dalam memainkan instrumen gamelan *kethuk* untuk SD memiliki kualitas “sangat baik” dan layak digunakan sebagai sarana literasi di SD.

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

ABSTRACT**THE DEVELOPMENT OF BOOK PROTOTYPE OF CHARACTER EDUCATION IN PLAYING KETHUK INSTRUMENT OF GAMELAN FOR ELEMENTARY SCHOOL STUDENTS***Juguntorowati**University of Sanata Dharma*

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Needs analysis in this research was obtained through questionnaire distributed to 15 elementary students who followed extracurricular karawitan and interview with two gamelan practitioners. In addition, the results of the questionnaire showed that there were no books about playing gamelan for elementary school, because 80% of children had never read books related to playing gamelan and 20% of children had only read guidebooks about sekar macapat. Interviews were conducted obtained information there is no book about playing gamelan that contains the values of character for elementary school. Based on these data, the researchers developed a prototype product of character education books in playing kethuk instrument of gamelan for elementary school students.

The research type used in this study was Research & Development by using six research and development methods according to Sugiyono, covering 1) potential and problem, 2) data collection, 3) product design, 4) design validation test, 5) design revision, 6) product trial. The prototype was validated by a gamelan experts and linguists with an average score of 3.65 (from interval 1-4), the score was included in the "excellent" classification with some notes for revision. Thus, the prototype of the book was worthy of trial after being revised.

The product trial was conducted at Kanisius Kumendaman Yogyakarta Elementary School, which was attended by 15 students of sixth grade. The results of the product test showed that the students understood the values of the characters who got the drummer while playing the gamelan with a score of 3.60 which entered in the "excellent" classification and the value of concentration in playing instrument kethuk with score 3,73 in the "excellent" classification. The scores indicate that the a prototype product of character education books in playing kethuk instrument of gamelan for elementary school students has "excellent" quality so that is suitable for use as a literacy facility in elementary school.

Keywords: *development, book prototype, character education, gamelan.*