

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

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Penelitian ini diawali dengan melakukan analisis kebutuhan melalui angket dan kegiatan wawancara. Berdasarkan hasil angket yang dibagikan kepada 15 siswa kelas V SDK Kumendaman menunjukkan bahwa memainkan gamelan membantu siswa memiliki kebiasaan berdoa 73,33% dan 86,67% berkonsentrasi. Selain itu, hasil angket menunjukkan bahwa 73,33% siswa belum pernah membaca buku tentang gamelan. Dari hasil wawancara kepada dua praktisi, peneliti mendapatkan informasi perlu ada buku gamelan yang mengandung nilai-nilai budi pekerti. Berdasarkan data-data tersebut, peneliti mengembangkan produk prototipe buku pendidikan budi pekerti dalam memainkan instrumen gamelan *gong* untuk SD dan mendeskripsikan kualitas produk prototipe. Peneliti fokus pada instrumen *gong* karena instrumen ini melatih konsentrasi penabuhnya.

Penelitian ini menggunakan 6 langkah penelitian dan pengembangan menurut Sugiyono, yaitu (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi desain, (5) revisi desain, dan (6) uji coba produk. Sebelum di uji coba, prototipe terlebih dahulu divalidasi oleh pelatih karawitan SD dan ahli bahasa untuk mengetahui kualitas produk. Hasil validasi mendapatkan skor rata-rata "3,89" (rentang skor 1-4) dengan kategori sangat baik. Produk dinyatakan layak diuji coba setelah dilakukan revisi.

Uji coba dilakukan di SD Kanisius Kumendaman yang diikuti oleh 15 siswa kelas V. Hasil refleksi menunjukkan setelah membaca prototipe, siswa memahami nilai-nilai budi pekerti dalam memainkan instrumen gamelan yaitu kerjasama, konsentrasi, kesabaran, dan kesopanan. Pemahaman siswa mengenai nilai-nilai budi pekerti dalam memainkan instrumen gamelan mendapat skor "3,8". Berkaitan tentang pemahaman bahwa memainkan *gong* melatih nilai konsentrasi mendapatkan skor "3,93". Kedua skor tersebut masuk dalam kategori sangat baik.

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

ABSTRACT**THE DEVELOPMENT OF BOOK PROTOTYPE OF CHARACTER EDUCATION IN PLAYING GONG INSTRUMENT OF GAMELAN FOR ELEMENTARY SCHOOL STUDENTS***Palupi**University of Sanata Dharma Yogyakarta**2018*

Needs analysis in this research was obtained through questionnaire and interview . It was reinforced by the questionnaire that was distributed to 15 children of fifth grade of SDK Kumendaman. The result of questionnaire showed that playing gamelan made 73.33% of children had a habit of praying and 86.67% of children had a good concentration when playing gamelan, In addition, the results of the questionnaire showed that 73.33% of children had never read books related to gamelan. From the results interviews to two practitioners, researchers get information there needs to be a gamelan book containing the character values. Based on these data, the researchers were encouraged to develop a prototype product of character education books in playing gamelan gong for elementary school students and to know the quality prototype product. Researchers focus on instruments gong because these instruments habit the concentration of the beaters.

This research used 6 steps of research and development according to Sugiyono, namely (1) potential and problem, (2) data collection, (3) product design, (4) design validation, (5) design revision, and (6) product trial. Prior to the trial, the prototype was first validated by the karawitan teacher of elementary school students and Indonesian language teacher to find out about the quality of the product. Validation results got average score of "3.89" (interval score 1-4) with very good category. Product declared eligible to trial after revision.

Product trial was conducted at Kanisius Kumendaman Elementary School and was attended by 15 children of fifth grade. The results reflected that after reading the prototype product, the child can better understand the values of character in gamelan that is cooperation, concentration, patience and courtesy. The students understanding of the character values in playing instruments gamelan got a score "3.8". Relates about the understanding that playing the instruments gong trained concentration gets score "3.93". Both score sign in very good category.

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