

ABSTRAK

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

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Potensi penelitian ini adalah kegiatan ekstrakurikuler gamelan di SD. Dari hasil angket yang dibagikan kepada 20 siswa-siswi SD di Desa Siroto Rt 01 Rw 07, Kecamatan Pudak Payung Semarang, peneliti mendapatkan data bahwa bermain gamelan dapat membantu membiasakan berdoa (50%), kompak (50%), konsentrasi (40%), tanggung jawab (25%). Peneliti juga mengetahui bahwa (90%) siswa belum pernah membaca buku tentang nilai-nilai budi pekerti dalam gamelan. Oleh karena itu, Peneliti terdorong untuk mengembangkan prototipe buku pendidikan budi pekerti dalam memainkan instrumen gamelan *gambang* (untuk SD) dan mendeskripsikan kualitas prototipe tersebut. Penelitian ini, peneliti fokus dengan instrumen *Gambang* karena melatih penabuhnya untuk memiliki sikap tekun dalam memainkannya.

Peneliti menggunakan 7 langkah penelitian dan pengembangan (*R&D*) menurut *Borg and Gall* dalam Sugiyono, meliputi: 1) potensi dan masalah, 2) pengumpulan data, 3) desain produk, (4) validasi desain, (5) revisi desain, (6) ujicoba produk (7) revisi produk. Prototipe tersebut divalidasi oleh praktisi gamelan dan ahli bahasa dengan skor rata-rata “3,5” (dari rentang nilai 1-4) yang artinya “sangat baik” sehingga layak diujicoba setelah direvisi.

Ujicoba dilakukan kepada 20 siswa kelas IV di SD Kanisius Sengkan Yogyakarta. Hasil refleksi yang berkaitan dengan pemahaman siswa tentang nilai-nilai budi pekerti dalam memainkan gamelan dan nilai ketekunan dalam instrumen *gambang* mendapatkan skor “3,625” (dari 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, budi pekerti, gamelan, *gambang*, ketekunan.

ABSTRACT
**DEVELOPING PROTOTYPE CHARACTER VALUE BOOK IN PLAYING
GAMBANG (FOR ELEMENTARY SCHOOL)**

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The potential of this research is the extracurricular activities of gamelan in elementary school. From the results of questionnaires distributed to 20 elementary school students in Siroto Rt 01 Rw 07, Pudak Payung Semarang, researchers got data that playing gamelan can help to get used to praying (50%), compact (50%), concentration (40%) , responsibility (25%). Researchers also know that (90%) students have never read a book about the values of manners in the gamelan. Therefore, the researcher is encouraged to develop a prototype of character education books in playing gambang elliptical instruments (for SD) and to describe the quality of the prototype. This research, the researchers focus on Gambang instruments because it trains the driller to have a diligent attitude in playing it.

The researcher uses 7 research and development (R & D) steps according to Borg and Gall in Sugiyono, covering: 1) potentials and problems, 2) data collection, 3) product design, (4) design validation, (5) design revision, product trial (7) product revision. The prototype is validated by gamelan practitioners and linguists with an average score of "3.5" (from a range of values 1-4) which means "very good" so it is worth a try after being revised.

Tests conducted to 20 students of grade IV in Kanisius Sengkan Elementary School in Yogyakarta. The results of reflection relating to students' understanding of the moral values in playing gamelan and gambang instruments scored "3,625" (from range 1-4). These results show that the prototype of character education books in playing gamelan (for SD) developed has a "very good" quality.

Keywords: development, character, gamelan, gambang, perseverance.