

ABSTRAK

PENGEMBANGAN PROTOTIPE BUKU PENDIDIKAN BUDI PEKERTI DALAM MEMAINKAN GAMELAN SARON DEMUNG

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Dari hasil pembagian angket yang dibagikan kepada 15 siswa kelas V SD ekstrakurikuler karawitan di Desa Jetis RT 34 Kecamatan Srandakan, peneliti mendapatkan data bahwa memainkan gamelan membantu mereka memiliki sikap berdoa (46%), fokus/konsentrasi (53%), rapi (26%), kompak (20%), selain itu ada 66% siswa menuliskan belum pernah membaca buku nilai-nilai budi pekerti dalam memainkan gamelan. Oleh karena itu peneliti terdorong mengembangkan “Prototipe Buku Nilai-Nilai Budi Pekerti dalam Memainkan Instrumen Gamelan Saron Demung (untuk SD). *Saron Demung* merupakan salah satu instrumen gamelan yang melatih penabuhnya menjadi tangkas. Tujuan penelitian ini untuk mengetahui kualitas prototipe buku tersebut.

Penelitian ini menggunakan metode 6 langkah penelitian dan pengembangan (R&D) menurut Sugiyono yaitu: 1) potensi dan masalah; 2) mengumpulkan informasi; 3) desain produk; 4) validasi desain; 5) revisi desain; 6) uji coba produk. Prototipe buku divalidasi oleh praktisi gamelan dan ahli bahasa skor rata-rata dari dua validator adalah 3,8 (dari rentang 1-4) yang artinya produk layak diujicoba setelah direvisi.

Uji coba produk dilakukan kepada 20 siswa kelas V SD 1 Wijirejo Pandak Bantul, yang mengikuti ekstrakurikuler karawitan gamelan. Dari hasil refleksi siswa menuliskan memainkan *Saron Demung* dapat melatih ketangkasan penabuhnya skor rata-rata 3,6 (dari rentang 1-4) sehingga layak untuk digunakan. Semua siswa menjawab arti ketangkasan memainkan *Saron Demung* dilatih saat penabuh dilatih memukul, dan *mematet* wilahan-wilahan *Saron Demung* sesuai dengan irama dan tempo lagu yang dibawakan.

Kata Kunci: Gamelan, *Saron Demung*, Nilai Budi Pekerti.

ABSTRACT

PROTOTYPE DEVELOPMENT OF CHARACTER EDUCATION BOOK IN PLAYING GAMELAN SARON DEMUNG (FOR ELEMENTARY SCHOOL)

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From the results of the questionnaire to 15 elementary school students who took part in Gamelan extracurricular activities in the village of Jetis rt 34, Srandonan sub-district, the researcher obtained data that playing the gamelan helped them have an attitude: happy feeling (26%), habit of praying (46%), focusing/concentration (53%), neat (26%), compact (20%), and having read a gamelan book but not a book of the values of character in playing the gamelan 66%. Therefore, the researcher was encouraged to develop a book prototype "Value of Character in Playing Gamelan Instrument of Saron Demung (for elementary school)". The instrument of Saron Demun has the value of the character of dexterity for the beater.

This study used the 7 step method of research and development (R&D) according to Sugiono which includes: 1) potential and problems; 2) gather information; 3) product design; 4) design validation; 5) design revision; 6) product trial; 7) product revision. The research was validated by gamelan practitioners and linguist. The results of the validation obtained an average value of 3,8. The assessment range of (1-4) included in the category is very good to be tested on students.

The product trial was conducted by the researcher to 20 fifth grade students of 1 Wijirejo Pandak Bantul Elementary School, who participated in the Gamelan Karawitan extracurricular activities. The results of students' reflections on the prototype of the Saron Demung picture book obtained an average data of 3,6. Students understand the information that Saron Demung can train dexterity for the beater.

Keyword: *Gamelan, Saron Demung, character value*