

ABSTRAK

PERBEDAAN HASIL PENDIDIKAN KARAKTER PADA SISWA YANG SERING BERMAIN GAME DAN JARANG BERMAIN GAME

(Studi Komparatif pada Siswa Kelas VII dan VIII dari 16 SMP di Beberapa Kota Indonesia Tahun Ajaran 2018/2019)

Devita Ramadhani Dirga
Universitas Sanata Dharma
Yogyakarta
2020

Penelitian ini bertujuan: 1) Memperoleh gambaran mengenai seberapa baik hasil pendidikan karakter siswa yang sering dan jarang bermain *game* pada 16 SMP di Beberapa Kota Indonesia. 2) Mengidentifikasi nilai karakter mana yang capaian skornya belum memuaskan. 3) Mengetahui ada tidaknya perbedaan hasil pendidikan karakter pada siswa yang sering bermain *game* dan jarang bermain *game* di 16 SMP Berbagai Kota Indonesia.

Jenis penelitian ini adalah penelitian deskriptif komparatif. Subjek penelitian ini adalah siswa kelas VII dan VIII pada 16 SMP di Berbagai Kota Indonesia yang berjumlah 1.005 siswa. Instrumen penelitian ini berupa soal tes hasil pendidikan karakter berbasis film karakter berbentuk pilihan ganda dengan respon bergradasi berjumlah 80 item.

Hasil penelitian: 1) capaian hasil pendidikan karakter siswa 16 SMP pada beberapa kota di Indonesia didapatkan hasil bahwa 136 (59,38%) siswa yang sering bermain *game* dan 463 (59,66%) siswa yang jarang bermain *game* memiliki hasil pendidikan karakter yang capaian skornya pada kategori baik; 2) capaian skor item tes hasil pendidikan karakter ditemukan 38 (47,5%) dalam kategori baik; masih terdapat 42,5% dari jumlah sampel (1.005 siswa) mencapai hasil pendidikan karakter hanya pada kategori cukup baik (belum optimal); terdapat 1 (1,25%) item tes dengan capaian skor yang berada dalam kategori tidak baik; 3) tidak terdapat perbedaan hasil pendidikan karakter siswa yang sering bermain *game* dan jarang bermain *game* dengan nilai $p\text{-value } 0,500 > 0,05$.

Kata Kunci: Pendidikan Karakter, Hasil Pendidikan Karakter, Game Online

ABSTRACT

**THE DIFFERENCES IN CHARACTER EDUCATION RESULTS ON STUDENTS
WHO FREQUENTLY PLAY GAME AND RARELY PLAY GAME**

*(Comparative Study of Class VII and VIII Students of 16 Middle Schools from Several Cities in Indonesia
During 2018/2019 Academic Year)*

*Devita Ramadhani Dirga
Sanata Dharma University
Yogyakarta*

2020

The aim of this study was to: 1) Obtain an overview of the character education results of students who frequently and rarely play games in 16 junior high schools from several cities in Indonesia. 2) Identify which character values that have score in not yet satisfying group. 3) Know whether there are differences in the results of character education in students who often play games and rarely play games in 16 Junior High Schools from various cities in Indonesia.

The type of this research was a comparative descriptive study. The subjects of this study were 1,005 students from class VII and VIII in 16 junior high schools from various cities in Indonesia. The instrument of this research was in a question test for character education results based on multiple choice character films with graded responses totaling 80 items.

The results of the study were: 1) the achievements of character education results in 16 junior high school from several cities in Indonesia showed that 136 (59.38%) students who often played games and 463 (59.66%) students who rarely played games had good score in character education results test; 2) the achievement of the character education results test score found that 38 (47.5%) items were in the good category; and there were still 42.5% of the total sample (1,005 students) who consider in quite good category (not optimal) of the character education results; there was 1 (1.25%) test items with bad category achievement scores; 3) there was no difference in the character education results of students who often play games and rarely play games with p-values of $0.500 > 0.05$.

Keywords: Character Education, Character Education Results, Online Games