

**ABSTRAK**  
**PENGEMBANGAN MODUL PERMAINAN TRADISIONAL UNTUK**  
**MEMBINA KARAKTER HATI NURANI ANAK USIA 6-8 TAHUN**

Angela Reza Widi Pratiwi  
Universitas Sanata Dharma  
2021

Penelitian ini bertujuan untuk mengembangkan modul permainan tradisional tentang karakter hati nurani anak usia 6-8 tahun. Penelitian ini menggunakan metode penelitian dan pengembangan (*R & D*). Analisis kebutuhan dalam penelitian ini melibatkan 5 guru dari berbagai daerah, validasi modul melibatkan 4 validator melalui *expert judgement*, dan uji coba modul dilakukan secara terbatas yang melibatkan 6 anak berusia 6-8 tahun.

Hasil penelitian menunjukkan bahwa 1) Modul permainan tradisional untuk membina karakter hati nurani anak usia 6-8 tahun dikembangkan berdasarkan langkah-langkah dalam *ADDIE*, yaitu *Analyze, Design, Develop, Implement, dan Evaluate*. 2) Kualitas modul permainan tradisional berdasarkan hasil validasi oleh 1 ahli pemerhati permainan tradisional dan 3 guru sekolah dasar, dengan skala 1-4, rerata seluruh skor sebesar 3,77 yang tergolong “sangat baik” dengan rekomendasi “tidak perlu revisi”. Hasil uji validitas permukaan untuk keterbacaan dan kelengkapan adalah “sangat baik” dengan skor 3,58. Hasil uji validitas permukaan untuk karakteristik modul adalah “sangat baik” dengan skor 3,85. Hasil uji validitas isi menunjukkan kualitas “sangat baik” dengan skor 3,88. 3) Penerapan modul permainan tradisional berpengaruh terhadap karakter hati nurani anak. Hasil uji signifikansi dengan *Wilcoxon test* menunjukkan rerata *posttest* ( $Mdn = 0,90$ ,  $SE = 0,01682$ ) lebih tinggi dari skor *pretest* ( $Mdn = 0,50$ ). Perbedaan skor tersebut signifikan dengan  $z = -2,041$  dan  $p = 0,041$  ( $p < 0,05$ ). Besar pengaruh sebesar  $r = 0,58$  yang termasuk kategori “efek besar” atau setara dengan pengaruh 34,70%, artinya penerapan modul permainan tradisional dapat menjelaskan 34,70% perubahan varian pada hati nurani. Tingkat efektivitas ditunjukkan dengan *N-gain score* sebesar 70% yang masuk kategori “sedang”.

Kata kunci: permainan tradisional, karakter hati nurani, modul

**ABSTRACT****DEVELOPMENT OF TRADITIONAL GAME MODULE TO BUILD THE  
CONSCIENCE CHARACTER OF CHILDREN 6-8 YEARS OLD**

Angela Reza Widi Pratiwi  
Sanata Dharma University  
2021

*This research aimed to develop a traditional game module on the conscience character of children aged 6-8 years. This research used Research and Development (R&D) methods. The needs analysis in this study involved 5 teachers from various regions, module validation involving 4 validators through expert judgment, and module trials done in a limited manner involving 6 children aged 6-8 years.*

*The results showed that 1) The traditional game module to build the conscience character of children aged 6-8 years was arranged based on the steps of ADDIE, namely Analyze, Design, Develop, Implement, and Evaluate. 2) The quality of the traditional game module based on the results of validation by one traditional games observer and three elementary school teachers, on scale of 1-4, with the mean of all scores was 3.77 which was classified as "very good" with the recommendation of "no need for revision". The result of the surface validity test for readability and completeness was "very good" with score of 3.58. The result of the surface validity test to fulfill the module was "very good" with score of 3.85. The results of the content validity test showed "very good" quality with score of 3.88. 3) The application of the traditional game module affected the children's conscience character. The result significance test through Wilcoxon test shows that the mean posttest ( $Mdn = 0.90$ ,  $SE = 0.01682$ ) was higher than the pretest score ( $Mdn = 0.50$ ). Difference in score was significant with  $z = -2.041$  and  $p = 0.041$  ( $p < 0.05$ ). A large effect of  $r = 0.58$  which was included in the "big effect" category or equivalent to the effect of 34.70%, the meaning of the application traditional game module can explain 34.70% of variance changes in conscience. The effectiveness level was indicated by N-gain score of 70.0000% which falls into the "medium" category.*

*Keywords: traditional games, conscience character, module*