

ABSTRAK
PENGEMBANGAN MODUL PERMAINAN TRADISIONAL UNTUK
MEMPERTAJAM HATI NURANI ANAK USIA 9-12 TAHUN

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Penelitian ini dilatar belakangi oleh kurangnya modul permainan tradisional yang digunakan guru untuk pendidikan karakter hati nurani di Indonesia. Tujuan penelitian ini mengembangkan modul permainan tradisional untuk mempertajam hati nurani anak usia 9-12 tahun. Jenis penelitian ini adalah penelitian dan pengembangan. Penelitian ini melibatkan 5 guru yang berasal dari daerah yang berbeda untuk analisis kebutuhan, 4 validator modul untuk *expert judgement*, dan 8 anak untuk uji coba modul secara terbatas.

Hasil penelitian ini adalah sebagai berikut. (1) Pengembangan modul permainan tradisional berdasarkan model pengembangan ADDIE, yaitu *Analyze, Design, Develop, Implement, dan Evaluate*. (2) Kualitas modul permainan tradisional berdasarkan hasil validasi oleh 3 guru SD dan 1 seniman pemerhati permainan tradisional secara keseluruhan adalah “sangat baik” dengan rekomendasi “tidak perlu revisi”. Hasil uji validitas permukaan untuk keterbacaan dan kelengkapan adalah “sangat baik” dengan skor 3,80. Hasil validitas isi adalah “sangat baik” dengan skor 3,71. (3) Penerapan modul permainan tradisional berpengaruh terhadap karakter hati nurani anak. Hasil *paired samples t-test* menunjukkan skor *posttest* ($M = 85,00, SE = 4,226$) lebih tinggi dari skor *pretest* ($M = 46,25, SE = 5,957$), dan perbedaan skor tersebut signifikan dengan $t = 7,519, p = 0,000 (p < 0,05)$. Persentase peningkatan sebesar 84,78 %. Besar pengaruh (*effect size*) sebesar $r = 0,936$ yang setara dengan 87,60%. Itu artinya penerapan modul permainan tradisional dapat menjelaskan 87,60% perubahan varian yang terjadi pada hati nurani anak. Tingkat efektivitas ditunjukkan dengan *N-gain score* sebesar 74,643% yang masuk dalam kategori efektivitas “tinggi”.

Kata kunci: permainan tradisional, hati nurani, modul

ABSTRACT
THE DEVELOPMENT OF A TRADITIONAL GAMES' MODULE FOR
SHARPEN CHILDREN 9-12 YEARS' CONSCIENCE

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The background of this research was the lack of traditional games' modules is used by teachers for conscience character education in Indonesia. This research aimed to develop a traditional games' module for sharpen children 9-12 years' conscience. The type of this research was Research and Development. This research has involved five teachers from different regions for a need analysis, four validators for expert judgment, and eight children for a limited trial module.

The result of this research were (1) this development of a traditional games' module based on ADDIE as one of development models that involve Analyze, Design, Develop, Implement, and Evaluate. (2) The quality of the traditional games' module based on the results of validation by three elementary school teachers and one artist who relates about the traditional games was "very good" and "no need revision" recommendation. The result of the surface validity test involved in readability and completeness was "very good" with a score 3,80. The result of the content validity was "very good" with a score of 3,71. The implementation of the traditional games' has affected the character of children's conscience. The results of the paired samples t-test showed the posttest score ($M = 85,00$, $SE = 4,226$) was higher than the pretest score ($M = 46,25$, $SE = 5,957$), and the difference of both was significant with $t = 7,519$, $p = 0,000$ ($p < 0,05$). The percentage of enchantment was 84,78 %. The effect size showed $r = 0,936$ has equivalent with 87,60 %. This mean the implemented of the traditional games' module can explain 87,60 % of variant changes that occur in children's conscience. The level of affectiveness indicated by N-gain score showed 74,643% was which into the "high" category.

Key words: traditional game, conscience, module