

ABSTRAK

PENGEMBANGAN BUKU PEDOMAN PERMAINAN TRADISIONAL UNTUK MENUMBUHKAN KARAKTER SIKAP HORMAT ANAK USIA 9-12 TAHUN

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Penelitian ini bertujuan untuk mengembangkan buku pedoman permainan tradisional untuk menumbuhkan karakter sikap hormat anak berusia 9-12 tahun. Penelitian ini menggunakan metode *Research and Development (R&D)* tipe ADDIE melalui keterlibatan tujuh pendidik sekolah dasar yang berasal dari berbagai area untuk analisis kebutuhan, tujuh guru sebagai *expert judgement*, dan enam anak untuk uji coba buku pedoman secara terbatas.

Hasil penelitian memperlihatkan, 1) buku pedoman permainan tradisional memiliki peranan dalam menumbuhkan karakter sikap hormat anak usia 9-12 tahun dikembangkan dengan langkah ADDIE, 2) Kualitas buku pedoman permainan tradisional mendapatkan skor sebesar 3,81 (skala 1-4) dan dinyatakan “Sangat baik” serta “Tidak perlu revisi” sebagai anjurannya, dan 3) Penerapan buku pedoman permainan tradisional berpengaruh bagi karakter sikap hormat anak usia 9-12 tahun, dengan perolehan hasil uji signifikansi mendapatkan $t (5) = 5,159$; $p = 0,004$ ($p < 0,05$). Perolehan besar pengaruh dari buku pedoman permainan tradisional sebesar $r = 0,999$ sepadan dengan persentase pengaruh 99,99% tergolong dalam kategori “Efek Besar”. Hal ini berarti, buku pedoman permainan tradisional dapat menguraikan 99,99% peralihan yang terjadi pada karakter sikap hormat. Tingkat efektivitas diperoleh berdasarkan nilai *N-Gain Score*, yaitu sebesar 89,6465% yang tergolong dalam jenis efektivitas “Tinggi”.

Kata Kunci: sikap hormat, buku pedoman, permainan tradisional

ABSTRACT

**DEVELOPMENT OF A TRADITIONAL GAME GUIDEBOOKS
TO CULTIVATE RESPECT CHARACTERS
FOR CHILDREN AGED 9-12 YEARS**

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This research was carried out in order to develop a traditional game manual to cultivate the character of respect for children aged 9-12 years. This study uses the ADDIE type Research and Development (R&D) method through the involvement of seven elementary school educators from various areas for needs analysis, seven teachers as expert judgments, and six children for limited manual testing.

The results of the study show, 1) the traditional game manual has a role in growing the character of respect for children aged 9-12 years developed with the ADDIE step, 2) the quality of the traditional game guidebook gets a score of 3.81 (scale 1-4) and is stated " Very good" and "No need for revision" as recommendations, and 3) The application of traditional game manuals has an effect on the character of respect for children aged 9-12 years, with the results of the significance test getting $t (5) = 5.159$; $p = 0.004$ ($p < 0.05$). The large effect obtained from the traditional game manual of $r = 0.999$ commensurate with the 99.99% percentage of influence belonging to the "Big Effect" category. This means, traditional game manuals can describe 99.99% of the shifts that occur in respectful character traits. The level of effectiveness is obtained based on the value of the N-Gain Score, which is 89.6465% which belongs to the type of effectiveness "High".

Keywords: respect character, hand book, traditional game