

**ABSTRAK****PENGEMBANGAN BUKU CERITA BERILUSTRASI BERBASIS PENDIDIKAN KARAKTER SISWA KELAS II SEKOLAH DASAR PADA TEMA 2 BERMAIN DI LINGKUNGANKU**

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Penelitian ini dilatarbelakangi oleh adanya kebutuhan buku cerita berilustrasi sebagai sarana pendidikan karakter bagi siswa. Penelitian ini bertujuan untuk: (1) mengembangkan buku cerita berilustrasi dalam tema bermain di lingkungan berbasis pendidikan karakter siswa kelas II sekolah dasar dan (2) mengetahui kualitas buku cerita berilustrasi dalam tema bermain di lingkungan berbasis pendidikan karakter siswa kelas II sekolah dasar

Penelitian ini termasuk dalam jenis penelitian dan pengembangan (R&D). Subjek penelitian ini adalah siswa kelas II SDK Santa Maria Krogowanan. Objek penelitian ini adalah buku cerita berilustrasi berbasis pendidikan karakter siswa kelas II Sekolah Dasar pada tema II bermain di lingkungan. Pengumpulan data dalam penelitian ini menggunakan wawancara dan kuesioner.

Hasil penelitian ini menunjukkan bahwa: (1) penelitian ini menggunakan enam langkah penelitian dan pengembangan menurut Borg dan Gall yang dinyatakan oleh Sugiyono (2012: 298) yaitu: potensi dan masalah, pengumpulan data, desain produk, validasi desain, revisi desain, dan uji coba produk. (2) kualitas buku cerita berilustrasi berbasis pendidikan karakter siswa kelas II Sekolah dasar pada tema 2 bermain di lingkungan mendapat rerata skor 3,7 (sangat baik) pada validasi ahli dan guru kelas II serta pada uji coba terbatas pada enam siswa mendapat rerata skor 3,6 (sangat baik) menggunakan skala 4,00. Penelitian ini hanya sampai pada langkah keenam karena hasil validasi dan uji coba sudah mendapat nilai yang sangat baik berdasarkan pernyataan Sugiyono (2015: 425)

**Kata kunci:** penelitian dan pengembangan, buku cerita berilustrasi, pendidikan karakter.

**ABSTRACT**

**THE DEVELOPMENT OF ILLUSTRATED STORYBOOKS BASED CHARACTER  
EDUCATION FOR 2<sup>nd</sup> GRADE STUDENTS ON THEME 2: PLAY IN MY  
NEIGHBORHOOD**

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*This research is motivated by the need for illustrated storybooks as a means of character education for students. This research aims to: (1) develop illustrated storybooks in the theme of playing in the environment based on character education of grade II elementary school students and (2) knowing the quality of illustrated storybooks in the theme of play in my environment based on character education of grade II elementary school students.*

*This research is included in the type of research and development (R&D). The subject of this study was a grade II student of the Santa Maria Krogowanan SDK. The object of this research is an illustrated storybook based on the character education of grade II elementary school students on theme II playing in my neighborhood. The data collection in the study used interviews and questionnaires.*

*The results of this study show that: (1) this study uses six steps of research and development according to Borg and Gall stated by Sugiyono (2012: 298) namely: potential and problems, data collection, product design, design validation, design revision, and product : trials. . (2) The quality of illustrated storybooks based on the character education of grade II elementary school students on the theme of 2 play in my neighborhood got an average score of 3.7 (excellent) on expert validation and class II teachers and on a limited trial on six students got an average score of 3.6 (excellent) using a scale of 4.00. This research only reached the sixth step because the results of validation and trials have scored very well based on Sugiyono's statement (2015: 425)*

**Keywords:** *research and development, illustrated storybooks, character education*