

**ABSTRAK****PENGEMBANGAN BUKU CERITA BERILUSTRASI BERBASIS  
PENDIDIKAN KARAKTER SISWA SD KELAS III PADA TEMA 7:  
PERKEMBANGAN TEKNOLOGI**

Ignatius Susanto Christian Pamungkas  
Universitas Sanata Dharma  
2022

Penelitian ini dilatar belakangi dengan adanya kebutuhan buku cerita yang dapat digunakan sebagai sarana belajar pendidikan karakter bagi siswa. Penelitian ini bertujuan untuk: (1) mengembangkan buku cerita berilustrasi berbasis pendidikan karakter siswa SD kelas III pada tema 7: perkembangan teknologi dan (2) mengetahui kualitas buku cerita berbasis pendidikan karakter siswa SD kelas III pada tema 7: perkembangan teknologi. Jenis penelitian yang digunakan penelitian dan pengembangan R&D. Subjek penelitian adalah enam siswa kelas III SDK Santa Maria Krogowanan. Objek penelitian adalah buku cerita berilustrasi "Rasa ingin tahu Toto". Pengumpulan data dalam penelitian ini menggunakan observasi, wawancara dan kuesioner.

Hasil penelitian yang dilakukan peneliti: (1) metode penelitian yang dipakai adalah R&D dengan model ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). (2) kualitas buku cerita berilustrasi berbasis pendidikan karakter siswa SD kelas III pada tema 7: perkembangan teknologi mendapatkan rerata akhir validasi ahli dan guru yang mendapat skor 3.69 sedangkan hasil uji coba terbatas mendapat skor 3.8. Jika produk mendapat skor rerata akhir diantara 3.26 sampai 4.00, maka produk dikatakan sangat baik. Dengan demikian, dapat disimpulkan bahwa produk buku cerita sangat layak digunakan sebagai sarana belajar menanamkan nilai-nilai karakter serta refrensi bacaan dalam kegiatan literasi di sekolah.

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

**ABSTRACT**

**DEVELOPMENT OF ILLUSTRATED STORYBOOK  
BASED ON CHARACTER EDUCATION FOR THIRD GRADE  
STUDENTS IN ELEMENTARY SCHOOL ON THEME 7:  
TECHNOLOGY DEVELOPMENT**

Ignatius Susanto Christian  
Pamungkas  
Sanata  
Dharma  
University2022

*This research was done based on the needs of illustrated storybook as a tool for character education for students. This research aims to: (1) The development procedure of illustrated storybook based on character education for third grade students in elementary school on theme 7: technology development and (2) To determine the quality of illustrated storybook based on character education for third grade students in elementary school on theme 7: technology development. This research typed as research and development (R&D). The subject of this research was the third grade students of Santa Maria Krogowan elementary school. The object of this research was an illustrated storybook "Rasa ingin tahu Toto". Data collection in this research used observation, interviews, and questionnaires.*

*The results of this research showed that: (1) The researched method used R&D typed ADDIE (Analyze, Design, Development, Implementation, and Evaluation). (2) The quality of developing illustrated storybook based on character education for third grade students in elementary school on theme 7: technology development got a final average of expert validation and teachers who got a score of 3.69 while the results of the limited trial got a score of 3.8. If the product got a final average score between 3.26 to 4.00, then the product was said to have been very good. Thus, it could be concluded that the storybook product was very suitable to have been used as a learned tool to instill character values and could be used as a reading reference in literacy activities at school.*

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