ABSTRAK

PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER KEBAIKAN HATI BERBASIS PERMAINAN TRADISIONAL UNTUK ANAK USIA 10-12 TAHUN

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Penelitian ini bertujuan untuk mengembangkan buku pedoman pendidikan karakter kebaikan hati berbasis permainan tradisional untuk anak usia 10-12 tahun. Metode penelitian yang digunakan yaitu penelitian dan pengembangan (R & D) tipe ADDIE. Penelitian ini menyertakan sepuluh guru dari berbagai daerah untuk analisis kebutuhan, sepuluh validator untuk *expert judgement*, dan delapan anak sebagai subjek uji coba terbatas buku pedoman.

Hasil penelitian menunjukkan, 1) pengembangan buku pedoman pendidikan karakter kebaikan hati berbasis permainan tradisional untuk anak usia 10-12 tahun dilakukan dengan langkah-langkah ADDIE, yaitu A*nalyze, Design, develop, Implement,* dan *Evaluate*; 2) buku pedoman pendidikan karakter memiliki kualitas yang masuk dalam kualifikasi "Sangat baik" dengan skor 3,87 (skala 1-4) dan rekomendasi "Tidak perlu revisi"; 3) penerapan buku pedoman pendidikan karakter berbasis permainan tradisional berpengaruh pada anak usia 10-12 tahun. Hasil uji signifikansi menunjukkan t (7) = 15, 439; $p < 0,05$. Besar pengaruh $r = 0,98$ termasuk dalam kualifikasi "efek besar" atau sepadan dengan 97,15%. Dengan demikian, buku pedoman dapat menjelaskan 97,15% penanaman karakter. Efektivitas dari buku pedoman ditunjukkan melalui nilai *N-Gain score* sebesar 81,90% kategori "Tinggi".

Kata kunci: karakter kebaikan hati, permainan tradisional, buku pedoman

ABSTRACT

DEVELOPMENT OF A KINDNESS CHARACTER EDUCATION GUIDEBOOK BASED ON TRADITIONAL GAMES FOR CHILDREN AGED 10-12 YEARS

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This research was to develop a traditional game-based character education book for kindness for ages 10-12 years. The research was conducted with the ADDIE type of research and development (R&D) method. Ten teachers from various regions for needs analyze, ten validators for expert judgment, and eight children throught the subject of limited trial of the character manual.

The results of this research, 1) the development of a traditional game-based kindness character education guidebook for ages 10-12 years was carried out using the ADDIE steps, namely Analyze, Design, develop, Implement, and Evaluate; 2) the character education manual had qualities that were classified through qualification "Very good" category equivalent to a score f 3.87 (scale 1-4) and a recommendation "No need for revision"; and 3) the application of the traditional game manual has an influence on the child's empathetic character. The results of the significance test showed $t (7) = 15, 439; p < 0.05$. The magnitude of the effect of $r = 0.98$ which was included in the "big effect" chategory or equivalent to 97.15%. It meant that the implementatiton cloud explain 97.15% of variance changes in empathetic characters. The effectiveness of the character indicated by the N-gain score of 81.90% equivalent to the "High" category.

Keywords: kindness character, traditional game, guidebook