

## ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER  
BERWAWASAN LUAS BERBASIS PERMAINAN TRADISIONAL  
UNTUK ANAK USIA 10-12 TAHUN**

Christina Dian Kustika Sari

Universitas Sanata Dharma

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Penelitian ini memiliki tujuan yaitu untuk mengembangkan produk berupa buku pedoman pendidikan karakter berwawasan luas berbasis permainan tradisional untuk anak usia 10-12 tahun. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan tipe ADDIE. Terdapat sepuluh guru tersertifikasi dari daerah Sleman, Bantul, Gunung Kidul, Kulon Progo, Muntilan, Cilacap, Malang, Kalimantan Barat, dan Bali yang dilibatkan untuk analisis kebutuhan, sepuluh validator untuk menjadi *expert judgment*, dan delapan anak usia 10-12 tahun yang dilibatkan dalam uji coba produk secara terbatas. Hasil penelitian ini menunjukkan bahwa 1) Buku pedoman pendidikan karakter berwawasan luas berbasis permainan tradisional dikembangkan melalui langkah ADDIE (*Analyze, Design, Develop, Implement, dan Evaluate*), 2) Buku pedoman memiliki skor 3,87 (rentang 1-4) dengan kualifikasi “Sangat baik”, serta saran “Tidak perlu revisi”, 3) Implementasi dari buku pedoman dapat mempengaruhi karakter berwawasan luas anak dengan diperoleh hasil uji signifikansi bahwa rerata penilaian diri akhir ( $Mdn = 3,950$ ) lebih tinggi dari penilaian diri awal ( $Mdn = 2,400$ ) dengan  $z(7) = 2,53$ ,  $p = 0,011$  ( $p < 0,05$ ). Buku pedoman memiliki efek “sangat besar” dengan  $r = 0,6325$  yang setara dengan 40,01%. Tingkat efektivitas didapatkan nilai *N-gain score* yaitu 86,307% yang masuk ke dalam kategori “tinggi”.

*Kata kunci:* permainan tradisional, berwawasan luas, buku pedoman, pendidikan karakter

**ABSTRACT****DEVELOPMENT OF PERSPECTIVE (WISDOM) CHARACTER  
EDUCATION GUIDEBOOK BASED ON TRADITIONAL GAME FOR  
CHILDREN AGED 10-12 YEARS**

Christina Dian Kustika Sari

Sanata Dharma University

2023

*This research aimed to develop a product in the form of perspective (wisdom) character education guidebook based on traditional game for children aged 10-12 years. This research used the Research and Development (R&D) method with the ADDIE type. There were ten certified teachers from Sleman, Bantul, Gunung Kidul, Kulon Progo, Muntilan, Cilacap, Malang, West Kalimantan, and Bali who got involved for the the requirement analysis, ten validators to become judgment experts, and eight children aged 10-12 years who were involved in limited product trials. The results of this study show that 1) The traditional game based character education manual was developed through the ADDIE steps (Analyze, Design, Develop, Implement, and Evaluate, 2) The manual has a score of 3,87 (range 1-4) with "Excellent" qualifications, as well as the suggestion "No revision needed", 3) The implementation of the guidebook is able to influence the broad-minded character of a child which was gained by the results of the significance test that the average of the final self-assessment ( $Mdn = 3,950$ ) higher than the initial self-assessment ( $Mdn = 2,400$ ) with  $z(7) = 2,53$ ,  $p = 0,011$  ( $p < 0.05$ ). The manual has a "very large" effect with  $r = 0.6325$  which is equivalent to 40.01%. From the effectiveness rate obtained, the N-gain score is 86.307%, which includes into "high" category.*

*Keywords: traditional game, wisdom, guidebook, character education*