

ABSTRAK

PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER
OPTIMIS BERBASIS PERMAINAN UNTUK ANAK USIA 7-9 TAHUN

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Penelitian ini bertujuan untuk mengembangkan buku pedoman pendidikan karakter optimis berbasis permainan tradisional untuk anak usia 7-9 tahun. Model *Research and Development* (R&D) tipe ADDIE digunakan sebagai metode dalam penelitian ini. Sepuluh guru bersertifikasi dari berbagai daerah dilibatkan dalam riset ini guna analisis kebutuhan, sepuluh validator untuk menjadi *expert judgement*, dan delapan orang anak yang terlibat dalam uji coba terbatas.

Hasil penelitian ini menunjukkan bahwa (1) analisis kebutuhan karakter optimis menunjukkan rerata 2,06 tergolong “kurang baik”. (2) Buku pedoman pendidikan karakter optimis dikembangkan melalui langkah ADDIE (*Analyze, Design, Develop, Implement and Evaluate*). (3) Buku pedoman memiliki skor 3,79 (rentang 1-4) dengan kualifikasi “Sangat baik”, serta saran “Tidak perlu revisi”; (4) Implementasi buku pedoman dapat mempengaruhi karakter optimis. Hasil uji signifikansi menerangkan bahwa $t(7) = 32,897, p = 0,000 (p < 0,05)$. Dampak produk tergolong memiliki efek “sangat besar” dengan $r = 0,9968$. Hal ini menunjukkan bahwa implementasi buku pedoman pendidikan karakter optimis dapat berefek 99,36% perubahan karakter optimis pada anak usia 7-9 tahun. Hasil pengujian menunjukkan 85,29% efektivitas tergolong “Tinggi” sesuai *N-gain score*.

Kata kunci: Buku pedoman, permainan tradisional, karakter optimis.

ABSTRACT**DEVELOPMENT OPTIMIST CHARACTER EDUCATION MANUALS
BOOK BASED TRADITIONAL GAME FOR CHILDREN 7-9 YEARS OLDS**

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The purpose of this research was to develop a optimist character education manuals book of children age 7-9 years. The ADDIE type Research and Development (R&D) model was used as a method in this study. Ten certified teachers from various regions were involved in this research for needs analysis, ten validators for expert judgment, and eight children involved in a limited trial.

The results of this study indicated that (1) the need analysis of optimistic character showed an average of 2.06 classified as "not good". (2) The traditional game manual was developed through the ADDIE (Analyze, Design, Develop, Implement and Evaluate) steps. (3) The manual had a score of 3.79 (range 1-4) with the qualifications of "Very good", as well as suggestions of "No need for revision"; (4) The implementation of the manual affected the optimistic character. The results of the significance test explained that $t(7.) = 32.897$, $p = 0.000$ ($p < 0.05$). The impact of the product was classified as having a "very large" effect with $r = 0.9968$. This showed that the implementation of traditional game guidebooks was responsible for the 99.36% optimistic character changes in children aged 7-9 years. The study indicated 85.29% effectiveness classified as "High" by the N-gain score.

Keywords: *Manual, traditional game, optimistic character*