

ABSTRAK

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

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Penelitian dilakukan untuk mengembangkan buku pedoman pendidikan karakter senang belajar berbasis permainan tradisional. Metode *Research and Development* (R&D) dengan tipe ADDIE digunakan dalam penelitian ini. Berdasarkan penelitian yang dilakukan ini menunjukkan bahwa 1) buku pedoman dikembangkan melalui tahapan ADDIE. 2) kualitas buku pedoman memperoleh rerata skor 3,82 menempatkannya pada kategori “sangat baik” dan menunjukkan bahwa “tidak perlu revisi”. 3) buku pedoman pendidikan karakter senang belajar berbasis permainan tradisional mampu memberikan pengaruh terhadap karakter senang belajar. Hasil uji signifikansi menunjukkan ($Mdn = 3,8000$) lebih tinggi dari ($Mdn = 1,9500$) dengan $z = 2,226$ dan perbedaannya signifikan, $p = 0,026$ ($p < 0,05$). Sehingga, penerapan buku pedoman berbasis permainan tradisional berpengaruh terhadap karakter senang belajar. Besar pengaruh penerapan buku pedoman ditunjukkan dengan $r = 0,6426$ yang termasuk dalam kategori “efek besar” setara dengan pengaruh 41,29%, Tingkat efektivitas buku pedoman dengan skor dari *N-gain score* yaitu 91,77% termasuk dalam kategori efektivitas “tinggi”.

Kata kunci: permainan tradisional, karakter senang belajar, buku pedoman

ABSTRACT**DEVELOPMENT OF TRADITIONAL GAME-BASED CHARACTER
EDUCATION GUIDEBOOK FOR CHILDREN AGED 10-12 YEARS**

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Conducted this research to develop a guidebook for character education based on traditional games. This research was performed used the Research and Development (R&D) method with the ADDIE type. The results of the research that has been carried out show that 1) the guidebook was developed through the ADDIE stage. 2) the quality of the guidebook obtained an average score of 3,82, placed "very good" category and indicated that there is "no need for revision." 3) traditional game-based character education guidebooks can influence happy learning characters. The results of the significance test showed that ($Mdn = 3,8000$) was higher than ($Mdn = 1,9500$) with $z = 2,226$, and the difference was significant, $p = 0,026$ ($p < 0,05$). Thus, applying traditional games affects the character who likes to learn. The magnitude of the influence of the implementation of the guidebook is indicated by $r = 0,6426$, which is included in the category of "large effect," equivalent to the effect of 41,29%. The effectiveness level of the guidebook, with a score of N-gain score of 91,77%, is included in the category of "high" effectiveness.

Keywords: *traditional games, characters love of learning, guidebook*