

ABSTRAK

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

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Tujuan penelitian adalah mengembangkan buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional anak usia 10-12 tahun. Penelitian dilakukan menggunakan metode *Research and Development* (R&D) tipe ADDIE. Subjek penelitian melibatkan enam anak usia 10-12 tahun di Dusun Mendiro, DIY.

Hasil penelitian ini menyatakan bahwa 1) Buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional dikembangkan dengan tahapan ADDIE, yaitu *Analyze, Design, Develop, Implement, dan Evaluate*, 2) Kualitas dari buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional untuk anak usia 10-12 tahun memperoleh skor rerata 3,81 dengan kualifikasi “Sangat baik” dan rekomendasi “Tidak perlu revisi”, dan 3) Buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional berpengaruh terhadap karakter kecerdasan sosial anak, dengan hasil uji signifikansi memperoleh nilai $t(5) = 20,200$, $p = 0,000$ ($p < 0,05$). Efek besar pengaruh sebesar $r = 0,993$ yang masuk kategori efek besar atau setara dengan pengaruh 98,79%. Efektivitas penerapan buku pedoman menunjukkan nilai *N-gain score* sebesar 95,4674% dengan tingkat efektivitas “Tinggi”. Dengan demikian, buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional layak dan efektif digunakan dalam pengembangan karakter kecerdasan sosial anak usia 10-12 tahun.

Kata kunci: permainan tradisional, karakter kecerdasan sosial, buku pedoman

ABSTRACT**DEVELOPMENT OF SOCIAL INTELLIGENT CHARACTER MANUAL
BASED ON TRADITIONAL GAME FOR CHILDREN 10-12 YEARS OLD**

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The aim to develop a social intelligence character education manual based on traditional games for children aged 10-12 years. This research employed the ADDIE model of Research and Development (R&D). Subject of this research involved six children aged 10-12 years ini Mendo, DIY.

The results of this research are stated as follows, 1) Traditional game-based social intelligence character education manual for children aged 10-12 years were developed with the ADDIE stages, namely Analyze, Design, Develop, Implement, and Evaluate, 2) The quality of the traditional game-based social intelligence character education manual received an average score of 3.81 with the qualification "Excellent" and suggestion "No need for revision", and 3) Traditional game-based social intelligence character education manual has an effect on the social intelligence character of children, with the results of the significance count obtaining a value of $t(5) = 20,200$, $p = 0.000$ ($p < 0.05$). The effect size is equivalent to $r = 0.993$ which falls into the category of large effect or equivalent to the influence of 98,79%. The effectiveness of the implementation of the manual shows an N-gain score of 91.6480% with a "High" effectiveness level. Hence, the traditional game-based social intelligence character education manual is feasible and effective to use in developing the social intelligence character of children aged 10-12 years.

Keywords: *traditional games, social intelligence character, game manuals*