

ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER
TANGGUNG JAWAB SOSIAL BERBASIS PERMAINAN TRADISIONAL
UNTUK ANAK USIA 7-9 TAHUN**

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2023

Permasalahan yang ditemukan dalam penelitian ini yaitu, masih rendahnya pendidikan karakter tanggung jawab sosial anak usia 7-9 tahun. Tujuan dari penelitian ini adalah mengembangkan buku pedoman pendidikan karakter tanggung jawab sosial berbasis permainan tradisional untuk anak usia 7-9 tahun. Metode penelitian yang digunakan adalah R&D tipe ADDIE.

Hasil yang diperoleh dari penelitian ini menunjukkan 1) Pengembangan buku pedoman dilakukan menggunakan langkah-langkah ADDIE, 2) Buku pedoman pendidikan karakter memiliki kualitas “sangat baik” dengan nilai 3,81 (skala 1-4) sehingga “tidak memerlukan revisi”. 3) Penerapan produk buku pedoman pendidikan karakter sangat berpengaruh terhadap karakter tanggung jawab sosial anak usia 7-9 tahun. Hasil uji signifikansi dari buku pedoman ini yaitu $t(7) = 16.756$, $p = 0.000$ ($p < 0.05$), dengan besar pengaruh $r = 0.987$ tergolong dalam kelompok “efek besar” dan sejajar dengan nilai persentase pengaruh yaitu sebesar 97.56%. Berdasarkan hasil analisis *N-Gain Score*, buku pedoman ini memperoleh nilai sebesar 92,8594% yang termasuk dalam kategori efektivitas “tinggi”.

Kata Kunci: Buku Pedoman, Pendidikan Karakter Tanggung Jawab Sosial, Permainan Tradisional.

ABSTRACT**DEVELOPMENT OF SOCIAL RESPONSIBILITY CHARACTER
EDUCATION MANUAL BOOK BASED ON TRADITIONAL GAMES FOR
CHILDREN IN 7-9 YEAR OLDS**

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The problem found in this studied was that the character education of social responsibility for children aged 7-9 years was still low. This studied aimed to develop a traditional game-based social responsibility character education manual for children aged 7-9 years.

The researched method used was r&d typed addie. The results obtained from this studied showed 1) the development of the guidebook was carried out used the addie steps, 2) the character education manual had a "very good" quality with a score of 3.81 (scale 1-4), so it "does not require revision." 3) the application of the character education guidebook product greatly influences the social responsibility character of children aged 7-9 years. The results of the significance test of this manual were $t(7) = 16,756$, $p = 0.000$ ($p < 0.05$), with a large effect of $r = 0.987$ belonging to the "large effect" group and parallel to the percentage valued of influence which was 97.56%. Based on the results of the n-gain score analysis, this manual had a score of 92.8594%, which was included in the "high" effectiveness category.

Keywords: Manual Book, Social Responsibility Character Education, Traditional Games.