

ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER RASA
INGIN TAHU BERBASIS PERMAINAN TRADISIONAL UNTUK ANAK
USIA 10-12 TAHUN**

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Kurangnya inovasi dalam meningkatkan karakter rasa ingin tahu berdampak pada dekonstruksi anak dalam berpikir sehingga mudah menjadi korban berita *hoax*. Perilaku demikian berujung pada menurunnya kesehatan mental, stres, dan berbagai tindak kekerasan. Kesadaran akan pentingnya karakter rasa ingin tahu perlu dikembangkan sejak dini. Salah satu landasan kokoh peningkatan pendidikan karakter anak bangsa adalah kekayaan budaya. Permainan tradisional menjadi kekayaan budaya nusantara yang relevan dengan prinsip pembelajaran efektif untuk meningkatkan karakter rasa ingin tahu. Tujuan penelitian ini adalah mengembangkan buku pedoman pendidikan karakter rasa ingin tahu berbasis permainan tradisional untuk anak usia 10-12 tahun. Penelitian dilakukan di Sedayu, Bantul, DIY terhadap enam anak usia 10-12 tahun. Metode penelitian menggunakan R & D model ADDIE. Hasil penelitian menerangkan bahwa (a) pengembangan buku pedoman menggunakan langkah ADDIE (*analyze, design, develop, implement, dan evaluate*), (b) buku pedoman memiliki kategori “sangat baik” dan saran “tidak perlu revisi” dengan skor 3,83 pada rentang 1-4, (c) implementasi buku pedoman berdampak pada karakter rasa ingin tahu. Uji signifikansi menghasilkan nilai $z = -2,232$ $p = 0,026$ ($p < 0,05$). Buku pedoman memiliki “efek besar” dengan $r = 0,6443$. Implementasi buku pedoman dapat menjelaskan 41,52% perubahan varian pada karakter rasa ingin tahu. Efektivitas buku pedoman adalah “tinggi” dengan *N-Gain score* 98,6111%.

Kata kunci: buku pedoman, pendidikan karakter, rasa ingin tahu, permainan tradisional

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

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The lack of innovation in increasing the character of curiosity has an impact on the deconstruction of children's thinking so they easily become victims of hoax news. Such behavior leads to decreased mental health, stress, and various acts of violence. Awareness of the importance of the character of curiosity needs to be developed from an early age. One of the solid foundations for improving the character education of the nation's children is cultural wealth. Traditional games are cultural assets of the archipelago that are relevant to the principle of effective learning to increase the character of curiosity. The purpose of this study was to develop a traditional game-based curiosity character education guidebook for children aged 10-12 years. The study was conducted in Sedayu, Bantul, DIY on six children aged 10-12 years. The research method uses the ADDIE R & D model. The results of the study explain that (a) the development of the guidebook uses the ADDIE steps (analyze, design, develop, implement, and evaluate), (b) the guidebook has a category of "very good" and suggestions of "no need for revision" with a score of 3.83 in the range 1-4, (c) the implementation of the manual has an impact on the character of curiosity. The significance test yielded a value of $z = -2.232$ $p = 0.026$ ($p < 0.05$). The manual has a "big effect" with $r = 0.6443$. The implementation of the guidebook can explain 41.52% of the variance changes in the curiosity character. The effectiveness of the manual is "high" with an N-Gain score of 98.6111%.

Keywords: *guide book, character building, curiosity, traditional games*