

ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN
KARAKTER RASA KEADILAN BERBASIS PERMAINAN
TRADISIONAL UNTUK ANAK USIA 7-9 TAHUN**

Mariska Santi
Universitas Sanata Dharma
2023

Penelitian ini bertujuan mengembangkan buku pedoman berbasis permainan tradisional untuk menumbuhkan karakter rasa keadilan anak usia 7-9 tahun. Jenis penelitian yang digunakan yaitu *Research and Development* (R&D) tipe ADDIE. Penelitian ini melibatkan sepuluh guru sebagai keperluan analisis kebutuhan, sepuluh validator dengan keahlian dari berbagai bidang terkait, dan delapan anak sebagai subjek pada uji coba terbatas.

Hasil penelitian menyatakan bahwa; 1) buku pedoman pendidikan karakter keadilan berbasis permainan tradisional untuk anak usia 7-9 tahun sesuai dan dikembangkan berdasarkan tahapan-tahapan ADDIE, 2) melalui *expert judgement* yang telah dilakukan oleh validator, buku pedoman memperoleh rerata 3,77 dengan kualifikasi “sangat baik” dan rekomendasi “tidak perlu revisi”, 3) implementasi buku pedoman berpengaruh terhadap pengembangan karakter keadilan untuk anak usia 7-9 tahun. Skor rerata penilaian diri akhir ($M = 3,7875$, $SE = 0,8332$) lebih besar dibandingkan skor rerata penilaian diri awal ($M = 1,8750$, $SE = 0,6748$). Perbedaan tersebut menunjukkan nilai $t(7) = 13,844$, $p = 0,000$ ($p < 0,05$). Besar pengaruhnya termasuk dalam kategori “efek besar” dengan persentase sebesar 96,48% dan tingkat efektivitas uji *N-Gain Score* memperoleh hasil persentase sebesar 89,25% dengan kategori “tinggi”.

Kata kunci: keadilan, buku pedoman, permainan tradisional

ABSTRACT**DEVELOPMENT OF A CHARACTER EDUCATION GUIDEBOOK THE SENSE OF JUSTICE BASED ON TRADITIONAL GAMES FOR CHILDREN AGED 7-9 YEARS**

Mariska Santi
Sanata Dharma University
2023

This study aims to develop a guidebook based on traditional games to foster a sense of justice in children aged 7-9 years. For this purpose, the Research and Development (R&D) ADDIE type research methodology was employed. This study involved ten teachers for the purposes of needs analysis, ten validators with expertise from various related fields, and eight children as subjects in a limited trial.

The study's findings show that: 1) the traditional game-based justice character education guidebook for children aged 7-9 years is appropriate and developed based on the ADDIE stages, 2) through expert judgment carried out by the validator, the guidebook obtains an average score of 3.77 with the qualification "very good" and the recommendation "no need for revision," and 3) the implementation of the guidebook influences the development of the character of justice. The final self-assessment's mean score ($M = 3,7875$, $SE = 0,8332$) is higher than the initial self-assessment's mean ($M = 1.8750$, $SE = 0.6748$). This variation shows value of $t(7) = 13,844$, $p = 0,000$ ($p < 0,05$). With the influence of 96,48% and the level of effectiveness according to the N-Gain Score test of 89,25%, the size of the effect falls into the "big effect" and the "high" category, respectively.

Keywords: *justice, guidebook, traditional game*