

ABSTRAK

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

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Krisis moral seperti kekerasan, tawuran, perusakan lingkungan, vandalisme dan kurangnya kepedulian terhadap lingkungan memperlihatkan rendahnya karakter tanggung jawab sosial dalam diri anak. Beragam cara sudah diupayakan untuk menangani masalah ini, salah satunya dengan penanaman karakter sejak dini. Tujuan penelitian ini adalah untuk mengembangkan buku pedoman pendidikan karakter tanggung jawab sosial berbasis permainan tradisional untuk anak usia 10-12 tahun. Penelitian ini menggunakan metode *Research and development* (R &D) tipe ADDIE dengan melibatkan 10 guru sertifikasi, 10 validator, dan 8 anak usia 10-12 tahun.

Hasil penelitian menyatakan bahwa 1) Buku pedoman karakter tanggung jawab sosial berbasis permainan tradisional untuk anak usia 10-12 tahun dikembangkan berdasarkan langkah-langkah ADDIE. 2) Melalui *expert judgment* oleh validator, buku pedoman ini tergolong "sangat baik" dengan rekomendasi "tidak perlu revisi" dengan rerata 3,81. 3) Implementasi buku pedoman berpengaruh terhadap karakter tanggung jawab sosial untuk anak usia 10-12 tahun. Hal ini dibuktikan dari perolehan skor rerata penilaian diri akhir ($M = 3,7500$, $SE = 0,07319$) lebih tinggi dari skor penilaian diri awal ($M = 2,0875$, $SE = 0,14447$) yang terlihat jelas pada $t(7) = 9,435$ dan perbedaan tersebut signifikan, $p = 0,000$ ($p < 0,05$). H_0 ditolak. Besar pengaruhnya tergolong dalam efek "besar" persentase 92% dan 85,59 % pada uji *N-gain score* masuk kategori efektivitas "tinggi". Maka, buku pedoman permainan tradisional dapat dikatakan efektif untuk mengembangkan karakter tanggung jawab sosial.

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

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ABSTRACT**DEVELOPMENT OF SOCIAL RESPONSIBILITY CHARACTER EDUCATION
MANUAL BOOK BASED ON TRADITIONAL GAMES FOR CHILDREN IN 10-12
YEAR OLDS**

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Moral crisis such as violence, brawl, damage the environmental, vandalism and lack of concern for the environment showed the low character of social responsibility in children. Various ways have been tried to deal with this problem, one of which is cultivated character from an early age. The purpose of this study was to develop a social responsibility character education guidebook based on traditional games for children aged 10-12 years. This study used the ADDIE Research and Development method involving 10 certified teachers, 10 validators, and 8 children aged 10-12 years.

The results of the study stated that 1) A traditional game-based social responsibility character guidebook for children aged 10-12 years was developed based on the ADDIE steps. 2) Through expert judgment by the validator, this manual was classified as "excellent" with a recommend of "no revision" with an average of 3.81. 3) The implementation of the guidebook influences the character of social responsibility for children aged 10-12 years. This is evidenced by the acquisition of the final self-assessment score ($M = 3.7500$, $SE = 0.07319$) higher than the initial self-assessment score ($M = 2.0875$, $SE = 0.14447$) which is clearly seen at $t(7) = 9.435$ and the difference is significant, $p = 0.000$ ($p < 0.05$). H_0 is rejected. The magnitude of the effect is classified as a "large" effect, the percentage of 92% and 85.59% on the N-gain score test is included in the "high" effectiveness category. Thus, traditional game guidebooks could be said to be effective in developing socially responsible characters.

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