

ABSTRAK

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

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2023

Penelitian ini bertujuan untuk mengembangkan buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional untuk anak usia 7-9 tahun. Metode penelitian yang digunakan yakni *Research and Development (R & D)* dengan tipe ADDIE. Pihak yang terlibat dalam penelitian ini yaitu sepuluh guru bersertifikasi, sepuluh validator sebagai *expert judgement*, dan delapan anak usia 7-9 tahun sebagai subjek dari uji coba terbatas. Penelitian ini memperoleh hasil sebagai berikut. 1) Buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional untuk anak usia 7-9 tahun dikembangkan melalui langkah-langkah ADDIE yakni *analyze, design, develop, implement, dan evaluate*. 2) Buku pedoman pendidikan karakter kecerdasan sosial berbasis permainan tradisional memperoleh skor 3,88 (rentang 1-4) dengan kualitas “sangat baik” dan rekomendasi “tidak perlu revisi”. 3) Penerapan buku pedoman pendidikan karakter berbasis permainan tradisional berpengaruh terhadap karakter kecerdasan sosial anak usia 7-9 tahun. Hasil uji signifikansi dengan *paired samples t test* menunjukkan rerata skor penilaian diri akhir ($M = 3,7750, SE = 0,05901$) lebih tinggi dari skor penilaian diri awal ($M = 2,1000, SE = 0,12247$) dengan nilai $t(7) = 17,816, p = 0,000 (p < 0,05)$. Besar pengaruh $r = 0,9892$ masuk dalam kriteria “efek besar” atau setara dengan 97,84%. Efektivitas penerapan buku pedoman menunjukkan nilai *N-gain score* sebesar 88,16% dan masuk dalam kategori “tinggi”.

Kata Kunci: buku pedoman, pendidikan karakter, karakter kecerdasan sosial, dan permainan tradisional.

ABSTRACT**DEVELOPMENT OF TRADITIONAL GAME-BASED SOCIAL INTELLIGENCE CHARACTER EDUCATION GUIDEBOOK FOR CHILDREN 7-9 YEARS OLD**

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*This research aimed at developing a social intelligence character education manual based on traditional games for children aged 7-9 years. The research method used is Research and Development (R & D) with the ADDIE type. The parties observed in this study were ten certified teachers, ten validators as expert judgments, and eight children aged 7-9 years as subjects of a limited trial. This study obtained the following results. 1) The social intelligence character education manual based on traditional games for children aged 7-9 years is developed through ADDIE steps namely analyze, design, develop, implement, and evaluate. 2) The traditional game-based social intelligence character education guidebook gets a score of 3,88 (range 1-4) with "very good" quality and "no need for revision" recommendations. 3) Application of character education manuals based on traditional games has an effect on the social intelligence character of children aged 7-9 years. The results of the significance test using the paired samples *t* test shows that the mean final self-assessment score ($M= 3.7750$, $SE= 0.05901$) is higher than the initial self-assessment score ($M= 2.1000$, $SE= 0.12247$) with a *t* value ($t = 17.816$, $p = 0.000$) ($p < 0.05$). The magnitude of the effect $r = 0.9892$ is included in the criteria of "large effect" or equivalent to 97.84%. The effectiveness of implementing the guidebook shows an N-gain score of 88.16% and is included in the "high" category.*

Keywords: *handbook, character education, social intelligence character, and traditional game.*