

ABSTRAK

**PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER
KETERBUKAAN PIKIRAN BERBASIS PERMAINAN TRADISIONAL
PADA ANAK USIA 7-9 TAHUN**

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Permainan tradisional merupakan salah satu bentuk warisan budaya yang perlu dilestarikan dan dikembangkan. Selain memiliki nilai sejarah dan budaya, permainan tradisional juga dapat digunakan sebagai media Pendidikan karakter bagi anak usia dini. Penelitian ini bertujuan untuk mengembangkan buku pedoman permainan tradisional sebagai media Pendidikan karakter pada anak usia 7-9 tahun. metode yang digunakan adalah *Research and Development (R&D)* dengan menggunakan model pengembangan ADDIE yaitu *analysis, design, development, implementation, dan evaluation*. Subjek penelitian 10 orang anak terdiri dari 5 anak laki-laki dan 5 anak perempuan.

Pengambilan data menggunakan teknik non-tes dan tes. Hasil dari penelitian menunjukkan bahwa 1) buku pedoman Pendidikan karakter berbasis permainan tradisional dikembangkan melalui tahap ADDIE; 2) kualitas buku pedoman Pendidikan karakter berbasis permainan tradisional memperoleh skor 3,77 rentang 1-4 menggunakan skala *Likert*, masuk dalam kategori “sangat baik” dengan rekomendasi “tidak perlu revisi”; 3) penerapan buku pedoman Pendidikan karakter keterbukaan pikiran berbasis permainan tradisional berpengaruh pada karakter keterbukaan anak dengan hasil uji signifikansi $t = 3,798$, $p = 0,004$ ($p < 0,05$). Produk tersebut memperoleh nilai 0,9997 yang tergolong dalam kategori “Efek besar” dapat dibulatkan menjadi 99,94% serta nilai efektivitasnya tinggi dengan N-Gain Score = 62,3228% jika dibulatkan menjadi 62,32%.

Kata kunci: Buku pedoman, karakter keterbukaan pikiran, permainan tradisional.

ABSTRACT

DEVELOP A CHARACTER EDUCATION GUIDEBOOK FOR OPEN-MINDED BASED ON TRADITIONAL GAMES FOR CHILDREN AGED 7-9 YEARS

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Traditional games are one form of cultural heritage that needs to be preserved and developed. In addition to having historical and cultural value, traditional games can also be used as a character education medium for early childhood. This study aims to develop a guidebook for traditional game-based character education as a medium for children aged 7-9 years. The method used is Research and Development (R&D) using the ADDIE development model, namely analysis, design, development, implementation, and evaluation. The research subjects were 10 children consisting of 5 boys and 5 girls.

Data collection was done using non-test and test techniques. The results of the study show that 1) the character education guidebook based on traditional games was developed through the ADDIE stages; 2) the quality of the guidebook for character education based on traditional games obtained a score of 3.77 on a 1-4 range using the Likert scale, categorized as "very good" with a recommendation of "no revision needed"; 3) the implementation of the character education guidebook based on traditional games had an effect on the openness of children's minds with a significant test result of $t = 3.798$, $p = 0.004$ ($p < 0.05$). The product obtained a value of 0.9997, which is categorized as "Large Effect" and can be rounded up to 99.94%, and its effectiveness is high with an N-Gain Score of 62.3228%, which can be rounded up to 62.32%.

Keywords: *Guidebook, openness of mind character, traditional games.*