

ABSTRAK

PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER
OPTIMISME DENGAN PERMAINAN TRADISIONAL UNTUK ANAK
USIA 10-12 TAHUN

Ignatius Dimas Adi Suarjaya

Universitas Sanata Dharma

2024

Kelemahan dalam karakter optimisme dan keterbatasan fasilitas pembelajaran merupakan permasalahan utama yang diteliti dalam penelitian ini. Penelitian ini bertujuan untuk mengembangkan produk buku pendidikan karakter optimisme melalui permainan tradisional yang ditujukan untuk anak usia 10-12 tahun. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan tipe pendekatan *Analysis, Design, Development, Implementation, dan Evaluation* (ADDIE). Sepuluh guru dan validator, bersama dengan tujuh anak, dilibatkan dalam penelitian ini. Hasil penelitian ini dapat dirangkum dalam tiga poin utama: 1) Produk dikembangkan melalui tahap-tahap ADDIE, 2) Kualitas produk yang dihasilkan dinilai sangat baik tanpa memerlukan revisi, dengan skor sebesar 3,69, 3) Adanya pengaruh yang signifikan terhadap perkembangan karakter optimisme pada anak usia 10-12 tahun. Hal ini terlihat dari hasil *paired sample t-test* yang menunjukkan bahwa rerata skor *posttest* ($M = 3.6000$ $SE = 0.05345$) lebih tinggi daripada skor *pre-test* ($M = 1.286$ $SE = 0.07781$), dan perbedaannya signifikan dengan $t(6) = 14,549$, $p = 0,000$ ($p > 0,05$). Besar pengaruh (*effect size*) sebesar $r = 0,986$, dikategorikan sebagai "efek besar" dengan persentase 97%. Hasil uji *N-gain score* mencapai 80,14%, menunjukkan efektivitas "tinggi" dalam menumbuhkan optimisme pada anak usia 10-12 tahun.

Kata kunci: buku pedoman, karakter optimisme, permainan tradisional

ABSTRACT

**DEVELOPMENT OF A HANDBOOK FOR OPTIMISM CHARACTER
EDUCATION WITH TRADITIONAL GAMES FOR CHILDREN AGED 10-12
YEARS**

Ignatius Dimas Adi Suarjaya

Sanata Dharma University

2024

The weak character of optimism and the limited learning facilities available were the main problems in this research. Developing optimistic character education book products through traditional games intended for children aged 10-12 years is the aim of this research. This research used ADDIE type R&D research. Researchers involved ten teachers and validators, and seven children were involved in this research. There were three points from the results of this research, namely 1) The product was developed using the ADDIE stage, 2) The quality of the product developed was very good and no revision was needed with a score of 3.69 3) There was an influence on the development of the character of optimism in children aged 10-12 years. , this was shown from the results of the paired sample t-test that the average posttest score ($M = 3.6000$ $SE = 0.05345$) was higher than the pre-test score ($M = 1.286$ $SE = 0.07781$) and the difference was significant with $t(6) = 14.549$, $p = 0.000$ ($p > 0.05$). The effect size (effect size) of $r = 0.986$ was classified as a "large effect" with a percentage of 97%. The N-gain score test result was 80.14%, which was classified as "high" effectiveness. This showed that product development was effective in fostering optimism in children aged 10-12 years.

Keywords: handbook, optimism character, traditional game