

ABSTRAK

PENGEMBANGAN BUKU PERMAINAN TRADISIONAL SEBAGAI SARANA MENINGKATKAN KARAKTER INTEGRITAS ANAK USIA 10-12 TAHUN

Mey Hawini Anugrahno

Universitas Sanata Dharma

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Krisis karakter yang terjadi disekolah seperti menyontek, tawuran, plagiati karena kurangnya integritas pada anak usia sekolah. Penelitian ini memiliki tujuan mengembangkan buku permainan tradisional sebagai sarana meningkatkan karakter integritas pada anak usia 10-12 tahun. Metode penelitian *Research and Development (R&D)* dengan tipe ADDIE digunakan dalam penelitian ini. Partisipan penelitian melibatkan 10 guru dan validator, serta 8 anak dalam rentang usia tersebut. Hasil penelitian pengembangan buku pedoman mampu membuktikan, 1) Pengembangan penelitian buku pedoman berdasarkan tahap ADDIE, 2) Kualitas produk dinilai dengan skor 3,73 yang mengindikasikan kualitas “Sangat Baik” dan rekomendasi “Tidak Perlu revisi”, 3) Produk berdampak positif terhadap karakter integritas anak dalam rentang usia tersebut. Data ditunjukkan dari hasil *paired sample t-test* bahwa rerata skor *posttest* ($M = 3,575$, $SE = 0,03239$) lebih tinggi dari skor *pretest* ($M = 2,2625$, $SE = 0,10846$) dan perbedaannya signifikan dengan $t(7) = 0,906$ dan $p = 0,000$ ($p < 0,05$). Besar pengaruh tersebut (*effect size*) sebesar $r =$ adalah 0,978, yang tergolong “efek besar” dengan persentase 95%. Hasil uji *N-gain score* adalah 73,01% yang tergolong efektivitas “tinggi”. Hal ini menunjukkan bahwa buku permainan tradisional yang dikembangkan tergolong sebagai sarana meningkatkan integritas anak usia 10-12 tahun.

Kata kunci: Pendidikan Karakter, Karakter Integritas, Permainan Tradisional, Buku Pedoman

ABSTRACT

DEVELOPMENT OF TRADITIONAL GAME BOOKS AS A MEANS OF IMPROVING THE INTEGRITY CHARACTER OF CHILDREN AGED 10-12 YEARS

Mey Hawini Anugrahno

Sanata Dharma University

2024

Character crises that occurred in schools such as cheating, brawls, plagiarism due to lack of integrity in school-age children. This study aimed to develop a traditional game book as a means of improving integrity character in children aged 10-12 years. Research and Development (R&D) research method with ADDIE type was used in this study. The research participants involved 10 teachers and validators, as well as 8 children in that age range. The results of the guidebook development research were able to prove, 1) Development of guidebook research based on ADDIE stages, 2) The quality of the product was assessed with a score of 3.73 which indicated the quality of "Very Good" and the recommendation "No need for revision", 3) The product had a positive impact on the integrity character of children in that age range. The data was shown from the paired sample t-test results that the mean posttest score ($M = 3.575$, $SE = 0.03239$) was higher than the pretest score ($M = 2.2625$, $SE = 0.10846$) and the difference was significant with $t(7) = 0.906$ and $p = 0.000$ ($p < 0.05$). The magnitude of the effect (effect size) of $r = 0.978$, which was classified as a "large effect" with a percentage of 95%. The N-gain score test result was 73.01% which was classified as "high" effectiveness. This showed that the traditional game book developed was classified as a means of increasing the integrity of children aged 10-12 years.

Keywords: Character Education, Character Integrity, Traditional Games, Guidebooks