

ABSTRAK**MENUMBUHKAN KARAKTER KEPEMIMPINAN MELALUI
PENGEMBANGAN BUKU PEDOMAN PERMAINAN TRADISIONAL
UNTUK ANAK USIA 7-9 TAHUN**

Theresia Avila Clarita Oktavi
Universitas Sanata Dharma
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Pendidikan karakter kepemimpinan semakin terkikis karena terbatasnya sarana sehingga menyebabkan permasalahan yang serius. Tujuan dari penelitian ini adalah untuk menumbuhkan karakter kepemimpinan anak usia 7-9 tahun melalui pengembangan buku pedoman berbasis permainan tradisional. Jenis penelitian yang digunakan yaitu *Research and Development* (R&D) tipe ADDIE. Penelitian ini dibantu oleh sepuluh guru bersertifikasi sebagai responden analisis kebutuhan. Tiga dosen, dua praktisi permainan tradisional, dan lima guru bersertifikasi juga dilibatkan sebagai validator produk skripsi. Subjek pada uji coba terbatas ini melibatkan delapan anak usia 7-9 tahun.

Hasil penelitian menyatakan bahwa 1) produk penelitian berupa buku pedoman pendidikan karakter kepemimpinan menggunakan langkah pengembangan model ADDIE, 2) kualitas produk penelitian memperoleh rerata skor 3,82 yang masuk dalam kriteria “Sangat baik” dengan rekomendasi tindak lanjut “Tidak perlu revisi”, dan 3) penerapan produk penelitian berpengaruh terhadap karakter kepemimpinan untuk anak usia 7-9 tahun. Uji signifikansi dengan *paired samples t test* menunjukkan skor rerata *posttest* ($M = 3,6625$, $SE = 0,06529$) lebih tinggi dari rerata *pretest* ($M = 1,8125$, $SE = 0,04407$) dan nilai $t(8) = 26,163$, $p = 0,000$ ($p < 0,05$), berarti H_{null} ditolak. Koefisien korelasi *Pearson* (r) sebesar 0,785 setara dengan 61,70% termasuk dalam kategori “Efek besar”. Hasil analisis *N-gain score* adalah 84,61% termasuk dalam kriteria “Tinggi”. Dengan demikian buku pedoman permainan tradisional efektif untuk membentuk maupun membentuk karakter kepemimpinan anak.

Kata kunci: karakter kepemimpinan, buku pedoman, permainan tradisional

ABSTRACT

**CULTIVATING LEADERSHIP CHARACTER THROUGH
THE DEVELOPMENT OF TRADITIONAL GAME GUIDEBOOK
FOR 7-9 YEAR**

Theresia Avila Clarita Oktavi
Sanata Dharma University
2024

Leadership character education has been increasingly eroded due to limited facilities, causing serious issues. The purpose of this study was to foster the leadership character of children aged 7-9 years through the development of a traditional game-based guidebook. The type of research used was Research and Development (R&D) type ADDIE. This research was assisted by ten certified teachers as needs analysis respondents. Three lecturers, two traditional game practitioners, and five certified teachers were also involved as validators for the thesis products. The subjects in this limited trial involved eight children aged 7-9 years.

The results of the study stated that: 1) the research product took the form of leadership character education guidebook using the ADDIE model development steps; 2) the quality of the research products obtained an average score of 3.82, falling within the criteria of "Very good" with the follow-up recommendation "No revision needed"; and 3) the application of the research products influenced the leadership character of children aged 7-9 years. The significance test with a paired-samples t test demonstrated that the posttest mean score ($M = 3.6625$, $SE = 0.06529$) was higher than the pretest mean ($M = 1.8125$, $SE = 0.04407$) and the value of $t(8) = 26.163$, $p = 0.000$ ($p < 0.05$), indicating the rejection of H_{null} . The Pearson correlation coefficient (r) of 0.785, equivalent to 61.70%, falls into the "Large effect" category. The result of the N-gain score analysis was 84.61%, classified in the "High" criterion. Thus, traditional game guidebook are effective in shaping and forming children's leadership character.

Keywords: leadership characters, guidebook, traditional games