

**PENGEMBANGAN BUKU PEDOMAN PERMAINAN TRADISIONAL
UNTUK MENUMBUHKAN KARAKTER KEADILAN
ANAK USIA 7-9 TAHUN**

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Maraknya krisis karakter keadilan pada anak menjadi masalah utama dari penelitian ini. Mengembangkan buku pedoman permainan tradisional untuk menumbuhkan karakter keadilan pada anak usia 7-9 tahun merupakan tujuan dari penelitian ini. Dalam penelitian ini metode yang digunakan adalah *Research and Development* (R&D) tipe ADDIE. Peneliti melibatkan sepuluh orang guru, sepuluh validator, dan delapan anak usia 7-9 tahun dalam pelaksanaan penelitian ini. Hasil penelitian menunjukkan bahwa, 1) produk berupa buku pedoman karakter keadilan dikembangkan dengan langkah-langkah ADDIE, 2) kualitas produk penelitian memperoleh skor rerata sebesar 3,71 yang masuk dalam kategori “Sangat baik” dengan rekomendasi “Tidak perlu revisi”, 3) penerapan produk penelitian memiliki pengaruh terhadap karakter keadilan pada anak usia 7-9 tahun. Uji signifikansi dengan *paired samples t test* menunjukkan skor rerata *posttest* ($M = 3,5000$, $SE = 0,05976$) lebih tinggi dibandingkan dengan rerata *pretest* ($M = 2,1250$, $SE = 0,14485$) dan nilai $t(7) = 9,259$, $p = 0,000$ ($p < 0,05$), maka H_{null} ditolak. Besar pengaruh (*effect size*) sebesar $r = 0,961$ yang tergolong “Efek besar” dengan persentase 92,45%. Hasil analisis *N-gain score* adalah 72,63% yang tergolong dalam efektivitas “Tinggi”. Dengan demikian, buku pedoman permainan tradisional efektif dalam menumbuhkan karakter keadilan pada anak usia 7-9 tahun.

Kata kunci: buku pedoman, permainan tradisional, karakter keadilan

ABSTRACT

**DEVELOPMENT OF A TRADITIONAL GAME GUIDEBOOK TO FOSTER
THE CHARACTER OF JUSTICE CHILDREN AGED 7-9 YEARS**

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The prevalence of justice character crisis in children is the main problem in this study. Developing a guidebook of traditional games to foster the character of justice in children aged 7-9 years is the purpose of this research. In this study, the method used was ADDIE-type Research and Development (R&D). Researchers involved ten teachers, ten validators, and eight children aged 7-9 years in the implementation of this study. The results showed that, 1) the product in the form of a justice character guidebook was developed with ADDIE steps, 2) the quality of the research product obtained an average score of 3.71 which fell into the "Very good" category with the recommendation "No need for revision". 3) the application of the research product has an influence on the character of justice in children aged 7-9 years. Significance test with paired samples t test shows the mean score of posttest ($M = 3.5000$, $SE = 0.05976$) is higher than the mean of pretest ($M = 2.1250$, $SE = 0.14485$) and the value of $t(7) = 9.259$, $p = 0.000$ ($p < 0.05$), then H_{null} is rejected. The effect size is $r = 0.961$ which is classified as "Large effect" with a percentage of 92.45%. The result of N-gain score analysis is 72.63% which is categorized in "High" effectiveness. Thus, the traditional game guidebook is effective in fostering the character of justice in children aged 7-9 years.

Keywords: guidebook, traditional games, justice character