

## ABSTRAK

### PENGEMBANGAN BUKU PEDOMAN PERMAINAN TRADISIONAL UNTUK MENINGKATKAN KARAKTER SENANG BELAJAR ANAK USIA 7-9 TAHUN

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Minimnya variasi model pembelajaran dalam penerapan kegiatan pembelajaran menjadi penyebab berkurangnya karakter senang belajar. Tujuan dilakukannya penelitian ini ialah melakukan upaya peningkatan terhadap karakter senang belajar anak berusia 7-9 tahun dengan mengembangkan buku pedoman permainan tradisional. Jenis penelitian yang digunakan *Research & Development* tipe ADDIE. Pihak yang telah terlibat untuk membantu penelitian ini yaitu sepuluh guru sebagai responden analisis kebutuhan. Selain itu, terdapat empat dosen, satu praktisi, serta lima guru bersertifikasi sebagai validator dari produk yang dikembangkan. Subjek yang dilibatkan dalam uji coba terbatas penelitian ini delapan anak dengan usia 7-9 tahun.

Hasil penelitian menyatakan bahwa 1) produk skripsi berupa buku permainan tradisional dikembangkan melalui langkah ADDIE, 2) kualitas produk tersebut memperoleh skor rerata 3,89 yang termasuk dalam kategori “Sangat Baik”, sehingga “Tidak Perlu Revisi”, dan 3) implementasi produk tersebut memiliki pengaruh terhadap meningkatnya karakter senang belajar untuk anak berusia 7-9 tahun. Skor rerata uji signifikansi dengan *paired sample t-test* menunjukkan bahwa skor *posttest* ( $M = 3,7125$ ,  $SE = 0,05806$ ) lebih tinggi daripada skor rerata *pretest* ( $M = 2,0500$ ,  $SE = 0,07792$ ) dan nilai  $t(7) = 17,616$ ,  $p = 0,000$  ( $p < 0,05$ ), artinya  $H_{null}$  ditolak. Koefisien korelasi pearson sebesar 0,999 sepadan dengan 99% yang termasuk dalam kategori “Efek Besar”. Hasil analisis *N-Gain Score* adalah 85,14% termasuk dalam kriteria “Tinggi”. Oleh karena itu, buku pedoman permainan tradisional berkontribusi pada peningkatan karakter senang belajar.

**Kata Kunci:** buku permainan tradisional, karakter senang belajar, permainan tradisional.

**ABSTRACT**

***Development of Traditional Games to Improving the Love Learning Character of Children Aged 7-9 Years***

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*The minimal variety of models learning activities is the cause of the reduction in the character of enjoying learning. The aim of this research is to make efforts to improve the learning character of children aged 7-9 years by developing a manual for traditional games. The type of research used is Research & Development with the ADDIE type. The parties involved to assist with this research were ten teachers as respondents to the needs analysis. Apart from that, there are four lecturers, one practitioner, and five certified teachers as validators of the developed product. The subjects involved in this limited research trial were eight children aged 7-9 years.*

*The research results stated that 1) the thesis product in the form of a traditional game book was developed through ADDIE steps, 2) the quality of the product obtained an average score of 3.89 which was included in the "Very Good" category, so "No Revision Required", and 3) the implementation of the product has an influence on increasing the character of enjoying learning for children aged 7-9 years. The mean score of the significance test with paired sample t-test shows that the posttest score ( $M = 3.7125$ ,  $SE = 0.05806$ ) is higher than the pretest mean score ( $M = 2.0500$ ,  $SE = 0.07792$ ) and the t value ( $7$ ) = 17.616,  $p = 0.000$  ( $p < 0,05$ ), meaning that  $H_{null}$  is rejected. The Pearson correlation coefficient of 0.999 corresponds to 99% which is included in the "Large Effect" category. The results of the N-Gain Score analysis are 85.14%, including the "High" criteria. Therefore, traditional game manual contribute to increasing the character of enjoying learning.*

**Keywords:** *traditional book game, love learning character, traditional game.*