

ABSTRAK

**PENGEMBANGAN BUKU TEKS PERADABAN
TENTANG LAMPU BERBASIS *PROJECT BASED LEARNING*
UNTUK MENUMBUHKAN KARAKTER OPTIMIS**

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Tindakan menyontek karena kurang percaya diri dan kurang disiplin menjadi faktor yang mencerminkan rendahnya karakter optimis. Penelitian ini bertujuan mengembangkan buku teks peradaban lampu berbasis *Project Based Learning* (PjBL) dalam menumbuhkan karakter optimis. Metode penelitian yang diterapkan yaitu *Research and Development* (R&D) dengan tipe ADDIE yang melibatkan 10 guru sekolah dasar untuk *needs analysis*, 10 validator yang terdiri dari lima ahli dan lima guru sebagai *expert judgement*. Penelitian telah melewati tahap uji coba secara terbatas dengan melibatkan delapan anak. Hasil dari penelitian ini memperlihatkan 1) buku teks peradaban lampu berbasis *Project Based Learning* untuk anak dikembangkan melalui proses *analyze, design, develop, implement, dan evaluate*, 2) buku teks peradaban lampu memiliki kualitas dalam kategori “Sangat baik” sehingga “Tidak perlu revisi” yang dapat dilihat dengan perolehan nilai (3,86, skala 1-4), dan 3) penerapan buku teks peradaban lampu berbasis *Project Based Learning* berpengaruh terhadap karakter optimis anak ($p < 0,05$). Besar pengaruh dengan nilai ($r = 0,9830$) dan termasuk golongan dalam kualifikasi “Efek besar” (sebanding dengan 96,64%). Buku teks memiliki tingkat efektivitas dalam kategori “Tinggi” ($N\text{-gain score} = 84,05\%$).

Kata Kunci: *Project Based Learning*, karakter optimis, buku teks peradaban lampu

ABSTRACT**DEVELOPMENT TEXTBOOK ABOUT
LIGHTS BASED ON PROJECT BASED LEARNING
TO FOSTER OPTIMISTIC CHARACTER**

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The act of cheating due to lack of confidence and lack of discipline is a factor that reflects the low optimistic character. This research aims to develop a project-based learning (PjBL) based light civilization textbook in fostering optimistic character. The research method applied is Research and Development (R&D) with ADDIE type involving 10 elementary school teachers for needs analysis, 10 validators consisting of five experts and five teachers as expert judgment. The research has passed the limited trial stage involving eight children. The results of this study show that 1) the PjBL-based lamp civilization textbook for children was developed through the process of analyze, design, develop, implement, and evaluate, 2) the lamp civilization textbook has a quality in the "Very good" category so that "No need for revision" which can be seen by the acquisition of a score (3.86, scale 1-4), and 3) the application of PjBL-based lamp civilization textbook has an effect on children's optimistic character ($p < 0.05$). The amount of influence with a value of ($r = 0.9830$) and included in the qualification of "Large effect" (comparable to 96,64%). The textbook has an effectiveness level in the "High" category (N -gain score = 84,05%).

Keywords: Project Based Learning, optimistic character, textbook of light civilization

