

## ABSTRAK

### PENGEMBANGAN BUKU PEDOMAN PENDIDIKAN KARAKTER KEBAIKAN HATI BERBASIS PERMAINAN TRADISIONAL UNTUK ANAK USIA 7-9 TAHUN

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2024

Penelitian ini bertujuan untuk mengembangkan buku pedoman pendidikan karakter kebaikan hati berbasis permainan tradisional untuk anak usia 10-12 tahun. Metode penelitian yang digunakan yaitu penelitian dan pengembangan (R & D) tipe ADDIE. Penelitian ini menyertakan sepuluh guru dari berbagai daerah untuk analisis kebutuhan, sepuluh validator untuk *expert judgement*, dan enam anak sebagai subjek uji coba terbatas buku pedoman.

Hasil penelitian menunjukkan, 1) pengembangan buku pedoman pendidikan karakter kebaikan hati berbasis permainan tradisional untuk anak usia 7-9 tahun dilakukan dengan langkah-langkah ADDIE, yaitu *Analyze, Design, Develop, Implement, dan Evaluate*; 2) buku pedoman pendidikan karakter memiliki kualitas yang masuk dalam kualifikasi “Sangat baik” dengan skor 3,77 (skala 1-4) dan rekomendasi “Tidak perlu revisi”; 3) penerapan buku pedoman pendidikan karakter berbasis permainan tradisional berpengaruh pada anak usia 7-9 tahun. Hasil dari uji signifikansi menggunakan *paired samples t-test* menunjukkan skor penilaian diri awal ( $M = 2,566, se = 0,15347$ ) lebih rendah dari skor penilaian diri akhir ( $M = 3,816, SE = 0,07652$ ) dan perbedaan skor tersebut signifikan dengan nilai  $t(9) = 7,310; p = 0,000 (p < 0,05)$ . Besar pengaruh  $r = 0,95$  termasuk dalam kualifikasi “efek besar” atau sepadan dengan 91,44%. Dengan demikian, buku pedoman dapat menjelaskan 91,44 % penanaman karakter kebaikan hati dalam diri anak. Efektivitas dari buku pedoman ditunjukkan melalui nilai *N-Gain score* sebesar 85,33% kategori “Tinggi”.

**Kata Kunci:** karakter kebaikan hati, buku pedoman, permainan tradisional

**ABSTRACT**

**DEVELOPMENT OF TRADITIONAL GAME-BASES KINDNESS  
CHARACTER EDUCATION GUIDEBOOK FOR  
CHILDREN AGED 7-9 YEARS**

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*This research was to develop a traditional game-based character education book for kindness for ages 7-9 years. The research was conducted with the ADDIE type of research and development (R&D) method. Ten teachers from various regions for needs analyze, ten validators for expert judgment, and eight children through the subject of limited trial of the character manual.*

*The results of this research, 1) the development of a traditional game-based kindness character education guidebook for ages 7-9 years was carried out using the ADDIE steps, namely Analyze, Design, develop, Implement, and Evaluate; 2) the character education manual had qualities that were classified through qualification "Very good" category equivalent to a score of 3,77 (scale 1-4) and a recommendation "No need for revision"; and 3) the application of the traditional game manual has an influence on the child's empathetic character. The result of the significance test used paired sample t-test showed the initial self-assessment score ( $M = 2,566$ ,  $se = 0,15347$ ) was lower than the final self-assessment score ( $M = 3,816$ ,  $SE = 0,07652$ ). This difference in score was significant with  $t(9) = 7,310$ ;  $p = 0,000$  ( $p < 0,05$ ). The effect of the application of this manual had  $r = 0,95$  which is classified in the "Large effect" qualification which is equivalent to 91,44%. This shows that the traditional game-based kindness character education guidebook is able to interpret 91,44% of changes in the character of kindness in children. The effectiveness of this manual is indicated by the N-gain score of 85,33% which belongs to the "High" effectiveness category.*

**Keywords:** *kindness, guidebook, traditional game*