

ABSTRAK

PENGEMBANGAN MEDIA KARTU “*BHINNECARD*” UNTUK MENINGKATKAN TOLERANSI BAGI PESERTA DIDIK SMP

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Penelitian ini bertujuan mengembangkan media bimbingan kelompok berbentuk permainan edukatif bernama *BHINNECARD* untuk meningkatkan sikap toleransi siswa SMP. Tujuan Penelitian ini antara lain: 1) mengembangkan media kartu *BHINNECARD* sebagai media layanan bimbingan dan konseling; 2) Mengetahui kelayakan kartu *BHINNECARD* berdasarkan validator ahli materi dan validator ahli media; 3) mengetahui kelayakan kartu *BHINNECARD* berdasarkan uji pengguna; 4) mengetahui efektivitas penggunaan media kartu *BHINNECARD* terhadap anak SMP.

Penelitian ini menggunakan jenis penelitian *Research and Development*, dengan metode 4D (*Define, Design, Development, dan Disseminate*). Lokasi penelitian dilakukan di SMP BOPKRI 1 Yogyakarta, dengan subjek penelitian sebanyak 2 guru BK dan 66 peserta didik. Peneliti menggunakan instrumen toleransi yang telah dikembangkan untuk memperoleh data. Kelayakan materi dan media dilakukan oleh ahli materi dan media guna memastikan produk yang dikembangkan memenuhi standar penilaian dan siap digunakan. Teknik analisis yang digunakan dalam uji efektivitas menggunakan 2 model yaitu : Uji normalitas dan Uji-T.

Penelitian ini menghasilkan: 1) media kartu *BHINNECARD* berisi 45 lembar dengan 5 kategori kartu; 2) media kartu *BHINNECARD* dinilai “layak” oleh validator ahli materi dan dinilai “sangat layak” oleh validator ahli media; 3) media kartu *BHINNECARD* dinilai “sangat layak” oleh guru bimbingan dan konseling selaku pengguna media kartu; 4) kartu *BHINNECARD* dinilai efektif dalam meningkatkan toleransi bagi peserta didik SMP yang dilakukan melalui uji-t dengan skor rata-rata dalam pretest adalah 103,14 dan skor rata-rata dalam posttest adalah 127,58 serta nilai signifikansi sebesar $<0,000 <0,05$. Kartu *BHINNECARD* dinyatakan layak dan efektif dalam meningkatkan toleransi bagi peserta didik SMP.

Kata Kunci: Peningkatan sikap toleran, media kartu, Research and development

ABSTRACT

**DEVELOPMENT OF “BHINNECARD” CARD MEDIA TO ENHANCE
TOLERANCE AMONG JUNIOR HIGH SCHOOL STUDENTS**

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This study aims to develop a group guidance media in the form of an educational game called BHINNECARD to improve tolerance attitudes among junior high school students. The objectives of this study are: 1) to develop the BHINNECARD card media as a tool for guidance and counseling services; 2) to determine the feasibility of the BHINNECARD card based on assessments from material experts and media experts; 3) to determine the feasibility of the BHINNECARD card based on user testing; 4) to determine the effectiveness of using the BHINNECARD card media for junior high school students.

This research employed a Research and Development (R&D) approach using the 4D model (Define, Design, Develop, and Disseminate). The study was conducted at SMP BOPKRI 1 Yogyakarta, involving 2 guidance and counseling teachers and 66 students as research subjects. A tolerance instrument developed by the researcher was used to collect data. The feasibility assessment was carried out by material and media experts to ensure the developed product met evaluation standards and was ready for use. The effectiveness analysis employed two techniques: normality testing and T-test.

The results of the study show: 1) BHINNECARD card media consists of 45 cards categorized into 5 groups; 2) BHINNECARD card media was rated as "feasible" by material experts and "highly feasible" by media experts; 3) the BHINNECARD card media was rated as "highly feasible" by guidance and counseling teachers as users; 4) BHINNECARD cards were found to be effective in improving tolerance among junior high school students, as shown by the t-test with an average pretest score of 103.14 and an average posttest score of 127.58, and a significance value of $<0.000 <0.05$. Therefore, the BHINNECARD cards are considered feasible and effective in enhancing tolerance among junior high school students.

Keywords: *Tolerance enhancement, card-based media, research and development*