

**ABSTRAK**  
**PENINGKATAN KARAKTER KSATRIA**  
**MELALUI PENDIDIKAN KARAKTER**  
**BERBASIS LAYANAN BIMBINGAN KLASIKAL**  
**DENGAN PENDEKATAN *EXPERIENTIAL LEARNING***  
**(Penelitian Tindakan Bimbingan dan Konseling Pada Siswa Kelas VIII A**  
**SMP Pangudi Luhur Bayat Klaten Jawa Tengah Tahun Ajaran 2015/2016)**

Rani Prihana  
Universitas Sanata Dharma  
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Tujuan utama penelitian adalah meningkatkan karakter ksatria siswa kelas VIII A SMP Pangudi Luhur Bayat Tahun Ajaran 2015/2016 melalui pendidikan karakter berbasis layanan bimbingan klasikal dengan pendekatan *experiential learning*. Tujuan khusus adalah 1) mendeskripsikan rencana dan upaya pelaksanaan peningkatan karakter ksatria siswa; 2) mengukur tingkat karakter ksatria siswa sebelum dan sesudah; 3) menganalisis peningkatan karakter ksatria siswa per siklus-tindakan; 4) mengukur signifikansi peningkatan karakter ksatria siswa sebelum dan sesudah dan mengukur signifikansi peningkatan karakter ksatria siswa antar siklus; 5) mengetahui efektivitas layanan bimbingan klasikal dengan pendekatan *experiential learning*.

Jenis penelitian ini adalah Penelitian Tindakan Bimbingan dan Konseling (PTBK) yang terlaksana dalam tiga siklus dengan pendekatan *experiential learning*. Setiap siklus terlaksana dalam satu kali pertemuan. Subjek penelitian berjumlah 22 siswa. Instrumen pengumpulan data dalam penelitian ini adalah Tes Karakter Ksatria, Skala Penilaian Diri Karakter Ksatria, wawancara tidak terstruktur, observasi dan Kuesioner Validasi Efektivitas Program. Koefisien reliabilitas Tes Karakter Ksatria senilai 0,59, Koefisiensi Skala Penilaian Diri Karakter Ksatria senilai 0,81 dan koefisiensi reliabilitas Kuesioner Validasi Program senilai 0,621. Teknik analisis data yang digunakan adalah deskriptif fakta pelaksanaan bimbingan klasikal, norma kategorisasi, deskriptif dan presentase, uji hipotesis tindakan dengan uji t Wilcoxon.

Temuan penelitian menunjukkan bahwa, karakter ksatria siswa dapat ditingkatkan melalui pendidikan karakter berbasis layanan bimbingan klasikal dengan pendekatan *experiential learning*. Temuan khusus penelitian adalah 1) upaya peningkatan karakter ksatria dimulai dari perencanaan, pelaksanaan layanan bimbingan klasikal dengan pendekatan *experiential learning* meliputi *concret experience*, *reflection observation*, *abstract concetualitation*, *active experimentation*; 2) terdapat peningkatan karakter ksatria sebelum-sesudah tindakan, dan sebagian besar siswa berada pada kategori sangat tinggi dan tinggi; 3) terdapat peningkatan karakter siswa antar siklus; 4) terdapat peningkatan secara signifikan karakter siswa setiap siklusnya; 5) menurut siswa program ini efektif untuk meningkatkan karakter ksatria.

**Kata kunci:** *pendidikan karakter, bimbingan klasikal, experiential learning, karakter ksatria*

ABSTRACT  
THE IMPROVEMENT OF SPORTSMANSHIP CHARACTER  
THROUGH A CHARACTER EDUCATION  
BASED ON CLASS GUIDANCE SERVICE  
USING THE EXPERIENTIAL LEARNING APPROACH  
(A Guidance and Counseling Action Research to THE Eighth Grade Students  
SMP Pangudi Luhur Bayat Klaten Central Java Academic Year 2015/2016)

Rani Prihana  
Sanata Dharma University  
2017

The main purpose of research is to improve the eighth grade students' sportsmanship character class VIII A at SMP Pangudi Luhur Bayat Academic Year 2015/2016 through character education based on class guidance services using the experiential learning approach. The specific objectives are 1) to describe the plans and efforts to implement the increase in students' sportsmanship character; 2) measure the level of students' sportsmanship character before and after the action; 3) analyze the increase of students' sportsmanship character between cycles of action; 4) measure the significance of the increase of students' sportsmanship character before and after the action and measure the significance of the increase between cycles; 5) assess the effectiveness of class counseling services using the experiential learning approach.

This type of research is the Guidance and Counseling Action Research (PTBK) completed in three cycles with the experiential learning approach. Each cycle is accomplished in one meeting. The subjects of the research were 22 students. The data collection instrument in this study is the Sportsmanship Character Test, Sportsmanship Character Self-Assessment Scale, unstructured interviews, observation and questionnaire of the Validation of the Program Effectiveness. The reliability coefficient of the Sportsmanship Character Test was 0.59, the reliability coefficient of the Sportsmanship Character Self-Assessment Scale was 0.81 and the reliability coefficient of the Questionnaire on the Program Validation was at 0.621. The data analysis technique used was descriptive facts on the implementation of the class guidance service, norms of categorization, description and percentages, action hypothesis testing with the Wilcoxon t test.

The research findings show that the students' sportsmanship character can be enhanced through a character education based on class guidance service using the experiential learning approach. The specific findings of the research are 1) efforts to improve the sportsmanship character start from planning, implementation of class guidance services using the experiential learning approach includes concrete experience, reflection and observation, abstract conceptualization, active experimentation; 2) there is an increase in the students' sportsmanship character before and after the action, and most students are at very high and high category; 3) There is an increase of students' sportsmanship character between cycles; 4) there is a significant increase in the students' character in each cycle; 5) according to the students, this program can effectively improve the character of sportsmanship.

**Kata kunci:** *pendidikan karakter, bimbingan klasikal, experiential learning, karakter ksatria.*