

Yulia Dwi Rachmawati, 2023. *Pengembangan Permainan Edukasi “Jaga Diriku” Berbasis Android Upaya Pengenalan Pendidikan Seks Anak*. Skripsi, Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.

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ABSTRAK

Kurangnya pemahaman tentang seksualitas pada anak menimbulkan karakter yang lemah dan bergantung pada orang dewasa di sekitarnya, hal ini mengakibatkan anak dengan mudah diancam untuk tidak menyampaikan apa yang ia rasakan. Penelitian ini bertujuan untuk mengembangkan permainan edukasi Jaga Diriku sebagai upaya pengenalan pendidikan seks anak. Penelitian ini menggunakan model pengembangan Borg & Gall dengan 10 tahapan antara lain, penelitian dan pengumpulan informasi, perencanaan, pengembangan produk awal, uji coba awal, revisi uji coba awal, uji coba utama, revisi uji coba utama, uji operasional, revisi uji operasional, desiminasi dan implementasi. Penelitian pengembangan ini dilakukan di TKM NU Siti Khodijah Bangkalan pada anak usia 5-6 tahun dengan subyek uji coba sebanyak 75 anak. Teknik pengumpulan data menggunakan angket (angket ahli materi, ahli media dan angket respon anak). Hasil penelitian dan pengembangan ini menunjukkan bahwa nilai yang diperoleh permainan edukasi Jaga Diriku dari uji coba ahli materi sebesar 83,3%. Uji coba ahli media sebesar 86,7%. Uji coba lapangan awal sebesar 93%, uji coba lapangan utama sebesar 96,3%. Berdasarkan hasil uji coba yang telah dilakukan dapat disimpulkan bahwa kualifikasi permainan “Tinggi, Layak Tidak Perlu Revisi” atau permainan telah layak digunakan. Pada uji efektivitas permainan edukasi Jaga Diriku diperoleh hasil $t_{hitung} > t_{tabel}$ yakni $5,773 > 2,001717$ sehingga H_a diterima dan H_o ditolak. Maka artinya terdapat perbedaan pengetahuan mengenai pendidikan seks anak yang menggunakan permainan edukasi Jaga Diriku dengan kelas yang tidak menggunakan *treatment* permainan edukasi Jaga Diriku. Permainan edukasi ini diharapkan dapat dikembangkan oleh pengembang selanjutnya dengan menambah pengenalan fungsi bagian tubuh privat dan perubahan menu bernyanyi menjadi karaoke.

Kata kunci: Permainan edukasi, Pendidikan Seks Anak, Konsep Perlindungan Diri

Yulia Dwi Rachmawati, 2023. Development of an Android-based educational game "Take Care of Myself" as an effort to introduce children's sex education. Thesis, Early Childhood Education Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura.

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ABSTRACT

Lack of understanding of sexuality in children creates a character that is weak and dependent on the adults around them, this results in children being easily threatened not to convey what they feel. This study aims to develop an educational game Take Care of Myself as an introduction to child sex education. This study uses the Borg & Gall development model with 10 stages including research and information gathering, planning, initial product development, initial trial, initial trial revision, main trial, main trial revision, operational test, operational test revision, dissemination and implementation. This development research was conducted at TKM NU Siti Khodijah Bangkalan in children aged 5-6 years with 75 children as test subjects. The data collection technique uses a questionnaire (subject expert questionnaire, media expert and child response questionnaire). The results of this research and development show that the value obtained by the educational game Take Care of Myself from the material expert trial is 83.3%. The media expert trial was 86.7%. The initial field trials were 93%, the main field trials were 96.3%. Based on the results of the trials that have been carried out, it can be concluded that the qualification of the game "High, Eligible, Does Not Need Revision" or the game is feasible to use. In testing the effectiveness of the educational game Take Care of Myself, the results obtained were $t_{count} > t_{table}$, namely $5.773 > 2.001717$, so H_a was accepted and H_o was rejected. This means that there is a difference in knowledge regarding sex education for children who use the Take Care of My educational game and classes that do not use the Take Care of My educational game treatment. It is hoped that this educational game can be developed by further developers by adding an introduction to the functions of private body parts and changing the singing menu to karaoke.

Keywords: Educational games, Child Sex Education, Self Protection Concept