

Izzatul Jannah. 2020. *Pengembangan Buku Permainan Tradisional Berbasis Kearifan Lokal Madura Sebagai Media Penguatan Karakter Profil Pelajar Pancasila*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dr. Widya Trio Pangestu, M.Pd.

ABSTRAK

Tujuan penelitian ini yaitu untuk mengetahui kelayakan, keefektifan, dan kepraktisan dari buku permainan tradisional berbasis kearifan lokal Madura sebagai media penguatan Profil Pelajar Pancasila pada mata Pelajaran PJOK. Penelitian ini menggunakan model penelitian 4D yang dikembangkan oleh Thiagarajan dengan tahapan *Define, Design, Development*, dan *Disseminate*. Penelitian pengembangan pada penelitian ini menggunakan teknik pengumpulan data berupa observasi, wawancara, dan angket. Adapun kelayakan produk diperoleh dari validator ahli materi 95,83%, ahli bahasa 92,50 %, dan ahli desain 92,50 % dengan kategori sangat layak. Keefektifan buku permainan dilihat dari lembar penilaian karakter siswa yang memperoleh 50% berkategori baik, sedangkan 50% berkategori sangat baik. Kepraktisan dilihat dari angket respon guru dan siswa pada uji coba implementasi yang memperoleh presentase 94,86% dalam kategori sangat praktis. Kepraktisan juga ditinjau dari hasil observasi keterlaksanaan pembelajaran, dengan presentase sebesar 84,62% dengan kategori terlaksana pada uji coba terbatas, sedangkan pada uji coba implementasi memperoleh presentase 100% termasuk kategori terlaksana. Hal tersebut menunjukkan bahwa penggunaan buku permainan tradisional berbasis kearifan lokal Madura sebagai media penguatan Profil Pelajar Pancasila layak, efektif, dan praktis.

Kata Kunci: Buku Permainan Tradisional, Profil Pelajar Pancasila, Media Pembelajaran, Kearifan Lokal, Madura

Izzatul Jannah. 2020. Development of Traditional Game Books Based on Madura Local Wisdom as a Media for Strengthening the Character Profile of Pancasila Students. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Dr. Widya Trio Pangestu, M.Pd.

ABSTRACT

The purpose of this study was to determine the feasibility, effectiveness, and practicality of traditional game books based on Madurese local wisdom as a medium for strengthening the Pancasila Student Profile in PJOK subjects. This study uses the 4D research model developed by Thiagarajan with the stages of Define, Design, Development, and Disseminate. The development research in this study used data collection techniques in the form of observation, interviews, and questionnaires. The product feasibility was obtained from the validator of material experts 95.83%, language experts 92.50%, and design experts 92.50% with a very feasible category. The effectiveness of the game book is seen from the student character assessment sheet which obtained 50% in the good category, while 50% were categorized as very good. Practicality is seen from the teacher and student response questionnaires in the implementation trial which obtained a percentage of 94.86% in the very practical category. Practicality is also reviewed from the results of observations of the implementation of learning, with a percentage of 84.62% with the implemented category in limited trials, while in the implementation trial it obtained a percentage of 100% including the implemented category. This shows that the use of traditional game books based on Madurese local wisdom as a medium for strengthening the Pancasila Student Profile is feasible, effective, and practical.

Keywords: Traditional Game Book, Pancasila Student Profile, Learning Media, Local Wisdom, Madura