

**PENGEMBANGAN MEDIA BOARD GAME
KEWARGANEGARAAN DIGITAL (*CIVIC BOARD GAME*)
UNTUK MEMBANGUN SIKAP DEMOKRATIS
PESERTA DIDIK SMAS BPK PENABUR DI KOTA BANDUNG**

DISERTASI

**Diajukan untuk memenuhi sebagian syarat memperoleh gelar doktor
pendidikan dalam bidang Pendidikan Kewarganegaraan**



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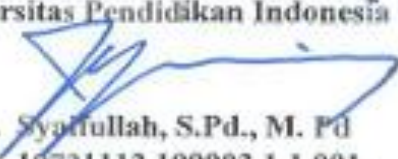

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PERNYATAAN BEBAS PLAGIARISME

ABSTRAK

Agustinus Tampubolon (2025). Pengembangan Media Board game kewarganegaraan digital (*Civic Board game*) Untuk Membangun Sikap Demokratis Peserta Didik SMAS BPK Penabur di Kota Bandung

Penelitian ini bertujuan mengembangkan board game kewarganegaraan digital untuk membangun sikap demokratis peserta didik. Metode yang digunakan adalah desain penelitian dan pengembangan (R & D) dengan teknik pengumpulan data melalui kuisioner, wawancara, dan observasi pada tiga sekolah SMA BPK Penabur di Bandung. Hasil penelitian menunjukkan, 1) Selama ini sikap demokratis peserta didik belum mengarah pada kesadaran bertindak untuk demokrasi (konasi) dan cenderung berfokus pada kognitif dan afektif (respon emosional). Sedangkan media pembelajaran PPKn yang mencakup kapasitas media, media pembelajaran yang digunakan dan strategi dalam menggunakan media sudah cukup baik; 2) Pengembangan board game kewarganegaraan digital dilakukan dengan mengintegrasikan konten kewarganegaraan, praktik demokrasi yang kontekstual, struktur board game dan prinsip-prinsip pembelajaran; 3) Media board game kewarganegaraan digital berpengaruh positif terhadap lima komponen sikap demokratis khususnya pada aspek inisiatif diri. Penelitian menyimpulkan bahwa media permainan yang mengintegrasikan nilai-nilai kewarganegaraan dapat membangun sikap demokratis peserta didik karena memiliki ruang eksperimen yang menjadi laboratorium berdemokrasi.

Kata Kunci: Board game kewarganegaraan digital, Pendidikan Kewarganegaraan, Sikap Demokratis, Digital

ABSTRACT

Agustinus Tampubolon. (2025). Development of Digital Civic Board Game Media to Foster Democratic Attitudes of Senior High School Students at BPK Penabur in Bandung City

The purpose of this study was to develop a digital civic board game to foster students' democratic attitudes. The study employed a research and development (R&D) design, utilizing questionnaires, interviews, and observations as data collection techniques across three BPK Penabur senior high schools in Bandung. The findings indicated that: (1) students' democratic attitudes have not yet progressed toward a conscious willingness to act for democracy (conation), but remain focused mainly on cognitive and affective (emotional response) dimensions. At the same time, the use of civic education learning media—covering media capacity, the types of media applied, and strategies for their implementation—has been fairly adequate; (2) the development of the civic board game was undertaken by integrating civic content, contextual democratic practices, board game components, and pedagogical principles; (3) the civic board game exerted a positive influence on five components of democratic attitudes, with particular strength in fostering self-initiative. The study concludes that educational games that integrate civic values can effectively nurture students' democratic attitudes, as they create an experimental arena that serves as a laboratory for democracy.

Keywords: Civic board game, Civic education, Democratic attitudes, Digital

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