ABSTRAK

MODIFIKASI PERMAINAN SCRABBLE UNTUK MENAMBAH PERBENDAHARAAN PERMAINAN BAGI SISWA TUNANETRA KELAS VIIA SMPLB, DI SLB AYPLB MAJALENGKA


Tujuan dari penelitian ini adalah untuk menjelaskan cara modifikasi permainan scrabble, menjelaskan pengetahuan siswa tentang bentuk dan fungsi masing-masing bagian alat permainan scrabble, menggambarkan kemampuan siswa tentang aturan main permainan scrabble, menjelaskan penilaian siswa tentang permainan scrabble bagi siswa tunanetra.

Penelitian ini dilakukan dengan tujuan utama untuk memberikan gambaran atau deskripsi tentang kelayakan permainan scrabble bagi siswa tunanetra yang terefleksi dalam kemampuan siswa tunanetra memainkannya, sehingga permainan ini layak menjadi perbendaharaan permainan bagi siswa tunanetra.

ABSTRACT

MODIFICATION OF SCRABBLE GAME AS CONTRIBUTION TO GAME PLAY COLLECTION FOR BLIND STUDENTS AT CLASS VIIA SMPLB, SLBA YPLB MAJALENGKA"

(Descriptive Qualitative Research on Student SLBA YPLB Majalengka)

This study is a qualitative study using a descriptive approach. This study was conducted in the period May 2015 to the Class VIIA SMPLB, SLBA YPLB Majalengka. The focus of the study was modification of scrabble game as contribution to game play collection for blind students at class VIIA SMPLB, SLBA YPLB Majalengka. The purpose of this study, among others, is to explain how to modify scrabble game, to explain the students’ knowledge about the shape, parts and functions of each part in scrabble, to describe students’ understanding of the ways and rules in scrabble game, to illustrate the ability of blind students in playing scrabble game, to explain the students’ assessment on scrabble game, and to explain eligibility of scrabble game for blind students.

This study was conducted to provide a reference for all parties concerned and gave special attention to the game for blind students, and they are expected to actualize the proliferation of efforts to facilitate the needs of blind students towards the playing activities. The design used in this study is using a naturalistic approach; therefore, this research emphasis on investigative efforts to study natural phenomena taking place in the overall complexity. The method used in this research is descriptive method. This research was conducted with the primary objective to provide a picture or description of the feasibility of game scrabble for blind students which was reflected in the ability of blind students to play it, so the game is worthy of being a treasury of games or for the blind students.

Research findings indicate that the modification of scrabble game worthy of being a treasury of games for blind students. Feasibility of this game was identified from the findings that show that the blind students able to play this game well without major obstacles. Their ability to play a game of scrabble was strengthened by the findings that show the blind students’ achievement in various aspects related to the game of scrabble which covers their knowledge of shapes, parts, and functions of each part scrabble tool, a good understanding of the ways and rules of scrabble, and their ability to adapt to the game of scrabble. The feasibility of this game was also was supported by some positive assessment from the blind students. In addition scrabble game was proved to be very easily modified so that it can quickly be presented with a relatively low cost.