

ABSTRAK
**PENGARUH PERMAINAN TRADISIONAL BAKIAK TERHADAP
PENINGKATAN KETERAMPILAN MOTORIK KASAR TUNANETRA DI SLB
NEGERI A KOTA BANDUNG.**

Fathan Ramadhan Diniya
1106342

Penelitian ini bertujuan untuk mengetahui sejauh mana pengaruh permainan tradisional bakiak terhadap peningkatan keterampilan motorik kasar tunanetra. Penelitian ini dilatarbelakangi dengan siswa tunanetra yang memiliki hambatan motorik kasar. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen *Single Subject Research* (SSR). Subjek penelitian satu orang, yaitu peserta didik kelas II SDLB yang berinisial A. Peneliti melakukan penelitian dengan design SSR. *Design* SSR yang digunakan ialah A-B-A. *Design* A-B-A digunakan untuk melihat pengaruh permainan tradisional bakiak terhadap peningkatan keterampilan motorik kasar. Motorik kasar yang diteliti dalam penelitian ini yakni aspek gerak berjalan dan gerak keseimbangan. Hasil penelitian ini menunjukkan bahwa *mean level* kemampuan awal A dalam motorik kasar aspek gerak berjalan dan gerak keseimbangan pada *baseline-A* (A-1) sebesar 28.86%, pada fase intervensi (B) memperoleh *mean level* 39.01%, sedangkan pada fase *baseline-2* (A-2) mendapatkan *mean level* sebesar 47.7%. Dengan bertambahnya *mean level* dari setiap fase (A1-B-A2) maka dapat disimpulkan adanya pengaruh permainan tradisional bakiak terhadap peningkatan keterampilan motorik kasar aspek gerak berjalan dan gerak keseimbangan tunanetra pada peserta didik tunanetra berinisial A kelas 2 SDLB di SLB Negeri A Kota Bandung.

Kata kunci : Peserta didik Tunanetra, permainan tradisional, bakiak, motorik kasar

ABSTRACT
THE INFLUENCE OF TRADITIONAL GAME “BAKIAK” ON THE
IMPROVEMENT OF GROSS MOTOR SKILLS OF A STUDENT WITH VISUAL
IMPAIRMENT IN SLB NEGERI A KOTA BANDUNG

Fathan Ramadhan Diniya
1106342

This study investigates the influence of traditional game “*Bakiak*” on the improvement of gross motor of students with visual impairment. The limitation of gross motor of a student with visual impairment has been a background of this study. This study employs a quantitative approach with a Single Subject Research (SSR) experimental method. This study involves a participant as the subject, that is a second grade student in SDLB; the initial of the student is “A”. The researcher uses a SSR design. The used design is A-B-A; A-B-A design is used to explore the influence of traditional game “*Bakiak*” on the improvement of gross motor skill of students with visual impairment. Furthermore, the gross motor skills investigated in this study are walk and balance movement aspects. The result of this study shows that mean level of the initial skill of “A” in the walk and balance movement aspects in the baseline- A (A-1) reaches 28. 86%, in the intervention phase (B) reaches 39. 01%, and in the baseline -2 (A-2) reaches 47. 7%. As the increase of mean level of each phase (A1- B- A2), it concludes that a traditional game called “*Bakiak*” influences the improvement of gross motor skills - including walk and balance movement aspects – of the second grade student with visual impairment with the initial “A” in SDLB Negeri A kota Bandung

Keywords: a student with visual impairment, traditional game “*Bakiak*”, gross motor