

Nanda Arief Gunawan (1403536). Skripsi : Pengaruh Permainan Tradisional Terhadap Perilaku Sosial Siswa Tunadaksa di Sekolah Inklusi. Skripsi ini dibimbing oleh pembimbing I : Dra. Lilis Komariyah, M.Pd dan pembimbing II : Alit Rahmat, M.Pd

ABSTRAK

Tujuan penelitian ini untuk mengetahui pengaruh permainan tradisional terhadap perilaku sosial siswa tunadaksa di sekolah inklusi. Metode penelitian ini menggunakan metode eksperimen dengan instrumen penelitian berupa angket perilaku sosial. Penelitian ini dilaksanakan di SMP Negeri 2 Lembang Kabupaten Bandung Barat di kelas VII F. Penelitian ini dilatarbelakangi kurangnya interaksi sosial antar siswa reguler dengan siswa tunadaksa yang membuat perilaku sosial siswa tunadaksa di sekolah inklusi cenderung rendah. Adapun subjek penelitian ini adalah siswa ABK (Anak Berkebutuhan Khusus) berjumlah satu orang. Penelitian ini menggunakan *Single Subject Research (SSR)* dengan desain A-B-A. Hasil penelitian menunjukkan tingkat perilaku sosial siswa tunadaksa dalam kategori baik. Hal ini terlihat dari hasil pada fase *Baseline-1 (A1)*, *Intervensi/Treatment (B)*, dan fase *Baseline-2 (A2)* yang menunjukkan stabilitas setiap kondisi. Kesimpulan dari hasil penelitian ini menunjukkan bahwa permainan tradisional dapat meningkatkan perilaku sosial siswa tunadaksa secara signifikan dalam proses pendidikan jasmani.

Kata Kunci : perilaku sosial, permainan tradisional, sekolah inklusi

Nanda Arief Gunawan (1403536). Final paper : The Influence of Traditional Games Against Social Behavior of Disabled Students in Inclusive School. This final paper is guided by mentor I: Dra. Lilis Komariyah, M.Pd and mentor II: Alit Rahmat, M.Pd

ABSTRACT

The purpose of this study is to investigate the effect of traditional games on the social behavior of students in the school of inclusion. This research method using experimental method with research instrument in the form of questionnaire of social behavior. This research was held in SMP Negeri 2 Lembang West Bandung regency in class VII F. This research is motivated by the lack of social interaction between regular students and disability students who make the social behavior of the disability students in inclusion schools tend to be low. The subject of this study is the students ABK (Children with Special Needs) amounted to one person. This research uses Single Subject Research (SSR) with A-B-A design. The results showed the level of social behavior of students in the disability category is good. This is evident from the results of the Baseline-1 (A1), Intervention / Treatment (B), and Baseline-2 (A2) phases showing the stability of each condition. The conclusion of the results of this study indicates that traditional games can significantly improve the social behavior of students with disability significantly in the process of physical education.

Keywords: social behavior, traditional games, inclusion school