

ABSTRAK

Izzatur Rahmah (2019). Bimbingan Melalui Permainan Tradisional untuk Mengembangkan Kreativitas Anak (Penelitian Kuasi Eksperimen terhadap Siswa Kelas 2 Sekolah Dasar). Tesis. Dibimbing oleh Dr. Suherman, M.Pd. dan Dr. Ipah Saripah, M.Pd. Program Studi Bimbingan dan Konseling Sekolah Pascasarjana, Universitas Pendidikan Indonesia.

Penelitian dilatarbelakangi oleh rendahnya tingkat kreativitas anak. Selain itu, masih banyak anak-anak yang belum memperoleh bimbingan untuk pengembangan kreativitas. Tujuan penelitian ini yaitu memperoleh rumusan program bimbingan melalui permainan tradisional untuk mengembangkan kreativitas anak. Penelitian menggunakan pendekatan kuantitatif dengan desain penelitian *quasi experiment non equivalent pre test – post test control group design*. Inventori yang digunakan adalah Tes Kreativitas Sekolah Dasar milik LPPB Universitas Pendidikan Indonesia. Penelitian dilakukan pada siswa kelas 2 sekolah dasar sebanyak 8 orang dengan pengambilan sampel secara *purposive*. Hasil penelitian menunjukkan bimbingan melalui permainan tradisional efektif untuk mengembangkan kreativitas anak. Rekomendasi ditujukan kepada guru bimbingan dan konseling agar dapat mengimplementasikan bimbingan menggunakan permainan tradisional dengan pengembangan yang disesuaikan dengan kebutuhan dan karakteristik anak. Penelitian selanjutnya diharapkan agar dapat mengembangkan kajian baru mengenai permainan tradisional dan kreativitas secara komprehensif berdasarkan temuan penelitian ini.

Kata kunci: permainan tradisional, kreativitas

ABSTRACT

Izzatur Rahmah (2019). Guidance Through Traditional Games for Developing Children's Creativity (Quasi-Experimental Research on Primary School). Thesis. Guided by Dr. Suherman, M.Pd. and Dr. Ipah Saripah, M.Pd. Guidance and Counseling Postgraduate School Program, Universitas Pendidikan Indonesia.

This research is motivated by the low level of children's creativity. In addition, there are still many children who have not received guidance for the development of creativity. The purpose of this study is to test guidance through traditional games to develop children's creativity. This research based quantitative approach with quasi experiment non equivalent pre test design - post test control group design. The inventory used is the Tes Kreativitas Sekolah Dasar owned by LPPB Universitas Pendidikan Indonesia. The study was conducted in primary school students of class 2 of 8 people as sample with purposive sampling. The results of the study show that guidance through effective traditional games to develop children's creativity. These recommendations are addressed to guidance and counseling teachers so that they can apply the guidelines for using traditional games with development that are tailored to the needs and characteristics of the child. Subsequent research is expected to be able to develop a recent study of traditional games and creativity comprehensively based on the findings of this study.

Keywords: traditional games, creativity