

**Pengembangan Buku Panduan Konseling Kelompok Dengan Teknik *Role Playing* Untuk Meningkatkan Kecerdasan Interpersonal Siswa SMA**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengembangkan buku panduan konseling kelompok dengan teknik *role playing* untuk meningkatkan kecerdasan interpersonal siswa SMA, serta melakukan uji validitas isi dan menguji efektivitas pada buku panduan yang dikembangkan. Prosedur pengembangan yang digunakan ialah prosedur pengembangan 4D yang memiliki tahapan di antaranya *define, design, develop, disseminate*. Ahli praktisi bimbingan konseling yang dilibatkan dalam uji validitas isi buku panduan berjumlah lima orang. Hasil analisis penilaian uji validitas buku panduan oleh ahli dan praktisi diperoleh nilai CVI (*Content Validity Index*) sebesar 0.77, maka dinyatakan indeks validitas isi buku panduan terkategori sangat valid bahwa buku panduan yang dikembangkan memiliki indeks validitas isi terkategori sangat valid atau sangat sesuai. Hasil uji coba efektivitas buku panduan yang telah dilaksanakan bersama sembilan orang siswa SMA melalui prosedur eksperimental *one group pretest-posttest* di analisis dengan bantuan *SPSS 26 for Windows* dan menerapkan rumus *t-test (paired sample test)*. Dari analisis tersebut didapatkan hasil *Sig. (2-tailed)* sebesar 0.001 yang berarti lebih rendah dari nilai signifikansi  $\alpha$  yaitu 0.05, hal ini menyatakan bahwa penerapan buku panduan konseling kelompok dengan teknik *role playing* efektif untuk meningkatkan kecerdasan interpersonal siswa SMA. Adapun tingkat efektivitas buku panduan ini di analisis dengan perhitungan *effect size cohen's d* didapatkan hasil sebesar 1,762. Maka pengembangan buku panduan konseling kelompok dengan teknik *role playing* untuk meningkatkan kecerdasan interpersonal siswa SMA memiliki tingkat efektivitas tergolong tinggi.

**Kata kunci :** Kecerdasan Interpersonal, Konseling Kelompok, *Role Playing*

***The Development of Group Counseling with Role Playing Techniques to  
Improve Interpersonal Intelligence of High School Students***

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***ABSTRACT***

*This study aims to develop a group counseling guidebook with role playing techniques to improve interpersonal intelligence of high school students, as well as to test the content validity and test the effectiveness of the developed guidebook. The research and development procedure by used the 4D development procedure which has stages including define, design, develop, disseminate. Five experts and guidance counseling practitioner who were involved in testing the validity contents of the guidebook. The results of the analysis of the assessment of the validity test of the guidebook by experts and practitioners obtained a CVI (Content Validity Index) value of 0.77, it was stated that the content validity index of the guidebook was categorized as very valid, that the guidebook developed had a content validity index which was categorized as very valid or very appropriate. The result of testing the effectiveness of the guidebook which was carried out with through the one group pretest-posttest experimental were analyzed by applying the t-test formula (paired sample test) using SPSS 26 for Windows. From this analysis, the results of Sig. (2-tailed) of 0.001 which means it is lower than the significance value of  $\alpha$  which is 0.05, this stated the application of group counseling guidebooks with role playing techniques is effective for increasing interpersonal intelligence of high school students. The level of effectiveness of this guidebook is analyzed by calculating the effect size of Cohen's  $d$  and the result is 1.762. So the development of group counseling guidebooks using role playing techniques to improve interpersonal intelligence of high school students has a relatively high level of effectiveness.*

***Keywords : Interpersonal intelligence, group counseling, role playing***