

## ABSTRAK

Yuliani, Ni Wayan (2023), *Pengaruh Penerapan Pembelajaran Media Elektronik Berbasis Role Playing Terhadap Karakter Moral Dan Agama Anak TK Saraswati 1 Denpasar.*

Tesis, Administrasi Pendidikan, Program Pascasarjana, Universitas Pendidikan Ganesha

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I : Prof. Dr. I Wayan Widianana, S.Pd., M.Pd. dan

Pembimbing II : Dr. Basilius Redan Werang, SS., S.Sos., JCL

*Kata-kata kunci:* media elektronik, role playing, karakter moral dan agama.

Tujuan penelitian ini adalah untuk menguji apakah ada perbedaan karakter moral dan agama siswa yang belajar melalui media elektronik berbasis *role playing* dan siswa yang belajar melalui konvensional. Populasi penelitian ini adalah seluruh siswa TK Saraswati 1 Denpasar tahun ajaran 2023/2024 yang berjumlah 41 orang siswa yang terbagi dalam 2 kelas. Sampel ditentukan dengan teknik *purposive sampling*, dimana seluruh siswa sebagai populasi digunakan sebagai sampel penelitiannya itu sebanyak 41 siswa yang terbagi ke dalam kelas eksperimen dan kelas kontrol. Pendekatan penelitian eksperimen semu digunakan dengan desain *non equivalent control group*. Pengumpulan data karakter moral dan agama siswa menggunakan lembar observasi karakter moral dan agama anak. Teknik analisis data menggunakan uji ANOVA dengan taraf signifikansi 5%. Hasil eksperimen menunjukkan bahwa karakter moral dan agama siswa yang mengikuti pembelajaran dengan media elektronik berbasis *role playing* lebih baik daripada yang konvensional. Hal ini disebabkan karena antusias siswa dalam mengikuti proses belajar di kelas yang lebih menarik.

## ABSTRACT

Yuliani, Ni Wayan (2023), *The Influence of Implementing Role Playing-Based Electronic Media Learning on the Moral and Religious Character of Saraswati 1 Denpasar Kindergarten Children.*

Thesis, Educational Administration, Postgraduate Program, Ganesha University of Education

This thesis has been approved and examined by Supervisor I: Prof. Dr. I Wayan Widianana, S.Pd., M.Pd. and

Supervisor II: Dr. Basilius Redan Werang, SS., S. Sos., JCL

Keywords: electronic media, role playing, moral character and religion

This research aims to find out whether there are differences in the moral and religious character of students who take role playing-based electronic media learning and students who take conventional learning. The population of this study was all students at Saraswati 1 Kindergarten Denpasar for the 2023/2024 academic year, totaling 41 students divided into 2 classes. The sample in this research was determined using a purposive sampling technique, where the entire population was used as the research sample, namely 41 students who were divided into experimental classes and control classes. This research is a quasi-experimental research with a non-equivalent control group design. Data on students' moral and religious character was collected using observation sheets on children's moral and religious character. Data were analyzed using the ANOVA test with a significance level of 5%. The experimental results show that the moral and religious character of students who take part in role playing-based electronic media learning is better than students who take part in conventional learning. This is because students who take part in role playing-based electronic media learning are more enthusiastic about participating in the classroom learning process because the classroom learning process is more interesting.