THE INFLUENCE OF GROUP GUIDANCE ON THE PANTUN MAP GAME TECHNIQUE ON IMPROVING THE MANNERS OF STUDENTS IN CLASS X DPB SMK NEGERI 7 YOGYAKARTA

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Abstract

This research aims to determine the effect of group guidance services using the rhyme map game technique on improving the manners of class X DPB students at SMK Negeri 7 Yogyakarta. This research uses a pre-experimental design with a one-group pretest-posttest design, namely experimental research with one experimental group and 3 treatments. The population in this study were students of class X DPB and X AKL 2 SMK Negeri 7 Yogyakarta. The sampling technique used is Nonprobability Sampling with Purposive Sampling type. This research uses two variables, namely group guidance on rhyme map game techniques (X) and improving manners (Y). The data collection technique for this research uses a questionnaire with one instrument, namely the polite speech scale. The data analysis technique used is t-test analysis. The research results showed that the average pretest score before being given treatment was 84.13, while the average posttest score after being given treatment was 111.63. The difference between the student manners questionnaire before and after treatment was 27.5. Based on the results of the t-test analysis, the value of t = 10.090 was obtained with a value of p = 0.000 < 0.05, which means that guiding the pantun map game technique group affected improving the manners of class X DPB students at SMK Negeri 7 Yogyakarta.

Keywords: Manners, Group Guidance, Map Pantun Game Techniques

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh layanan bimbingan kelompok dengan teknik permainan peta pantun terhadap peningkatan sopan santun siswa kelas X DPB SMK Negeri 7 Yogyakarta. Penelitian ini menggunakan pre-eksperimental design dengan jenis one-group pretest-posttest design, yaitu penelitian eksperimental dengan satu kelompok eksperimen dan 3 kali treatment. Populasi dalam penelitian ini adalah siswa kelas X DPB dan X AKL 2 SMK Negeri 7 Yogyakarta. Teknik sampling yang digunakan adalah Nonprobability Sampling dengan jenis Sampling Purposive. Penelitian ini menggunakan dua variabel, yaitu bimbingan kelompok teknik permainan peta pantun (X) dan meningkatkan sopan santun (Y). Teknik pengumpulan data penelitian ini menggunakan angket dengan satu instrumen, yaitu skala spoan santun. Teknik analisis data yang digunakan adalah analisis uji t-test. Hasil penelitian diperoleh skor rata-rata pretest sebelum diberikan treatment sebesar 84,13 sedangkan rata-rata posttest setelah diberikan treatment sebesar 111,63. Selisih antara angket (kuisoner) sopan santun siswa sebelum dan sesudah treatment sebesar 27,5. Berdasarkan hasil analisis uji t diperoleh nilai t= 10,090 dengan nilai p= 0,000 < 0,05, yang berarti pemberian bimbingan

kelompok teknik permainan peta pantun berpengaruh terhadap peningkatan sopan santun siswa kelas X DPB SMK Negeri 7 Yogyakarta

Kata kunci: *Sopan Santun, Bimbingan Kelompok, Teknik Permainan Peta Pantun*

INTRODUCTION

Student education is a shared responsibility between parents and schools. Parents do not leave the entire process of educating their children to school. Therefore, schools must cooperate with parents at home and even the community where students live to shape students' characters. Ideally, the education process at school produces students who are not only cognitively or intellectually competent but also have good morals. The attitude of courtesy or respect has recently been forgotten by some students. The attitude of courtesy that upholds the values of respect for others, the young respect the old, and the old respect the young has begun to disappear in some students. The loss of manners of some students is one of the causes of the lack of character values. Not maintaining this polite attitude can hurt the students themselves and others around them.

Polite behavior is a rule of life that arises from the association of a group of people in society and is considered a guide to the daily life of that society (Amalina & Musthafa, 2021; Sulfemi dkk., 2021). According to Adisaputera dkk., (2023) polite behavior is a rule of life that arises from the association of a group of people living in a society and can be used as a guide in daily social interactions in that society. Based on this explanation, it can be concluded that politeness is a behavior that a person does by behaving politely starting with good and polite speech and manners when starting to socialize with the intention and purpose of being able to appreciate and respect other people and himself without differentiating between status, age, and certain groups (Amin, 2023; Rohmah, 2022).

Based on observational findings, researchers found that SMK Negeri 7 Yogyakarta has several students who behave disrespectfully towards peers and teachers. The form of behavior of the lack of courtesy is shown from the results of observations made of students, there are still students who speak impolitely and dare to argue with the teacher's orders. Interaction in the classroom between teachers and students also shows a lack of courtesy, namely if the teacher explains in front of the class students do not listen well, are busy, and talk to their friends. These problems must be addressed immediately because if left unchecked, students will become people who do not have good ethics and manners towards others. With this problem, it is necessary to make breakthroughs and concrete actions to improve students' ethics and manners. According to Priyanto, (2023) suggests that guidance and counseling play an important role in the education system. The presence of guidance and counseling services in schools is not based on any legal requirements, but rather on a conscious effort to support students in achieving their maximum potential. Guidance and counseling have many strategies that can be used to help students overcome their problems. One of the strategies for launching guidance and counseling services in schools is group guidance. Group guidance is intended to prevent

the development of problems or difficulties in students. The content of group guidance activities consists of the delivery of information related to education, work, and personal, and social problems that are not presented in the form of lessons (Budianto, 2023; Habsy dkk., 2024).

According to Abd. Rahman & Sidek, (2023), group guidance is a group activity that offers support or direction to students or individuals. Group activities and dynamics must be understood in group guidance services to discuss various topics that are beneficial to the development or problem-solving of individuals who are service participants. Meanwhile Yusof dkk., (2023) explains that group guidance is a counseling service provided in a group setting. So that through the implementation of group counseling services, students can gain experience, knowledge, and information related to student social behavior at school. The implementation of group guidance also applies several techniques in group guidance, one of the techniques used is the simulation game technique. The simulation game technique is a game that reflects situations found in real life and the situation is always modified. According to Moeis dkk., (2022) simulation games are games that are intended to reflect situations found in real life. Furthermore, in the implementation of group guidance simulation game techniques, researchers are interested in using the Pantun map simulation game technique. The Pantun Map technique stands for Pelangi Tangga Sopan Santun. The Pantun map game is a development of a modified Snakes and Ladders game to provide group guidance services.

It is a simple yet interactive game that inspires adolescents to participate in group guidance activities (Wulandari & Nurdiati, 2023). In addition, this game will allow students to understand and communicate interestingly and encouragingly, making group guidance activities interesting and students to participate actively. The comfort provided by the implementation of group guidance through the rhyming map game will make it easier for students to understand the group guidance material and translate knowledge into attitudes and behaviors. Because through the rhyming map game, students are not only invited to understand but directly realize their understanding in the form of attitudes and behaviors (Sukaesih dkk., 2022).

However, no research discusses group guidance on the rhyming map game technique to improve students' manners. Thus, researchers are interested in using the rhyme map game technique in group guidance. The thing that underlies the researcher's interest in using the rhyming map game technique is to create interesting group guidance for students so that students easily understand the material of manners in the service. The rhyming map game technique is a modified media from the Snakes and Ladders game by incorporating a touch of technology in it. To encourage students to behave more politely, the Pantun map game not only utilizes technology to update the classic Snakes and Ladders game but also generates information about teaching basic manners to children. Students will eventually be able to understand themselves and be able to solve their difficulties through involvement in this game. Therefore, in this study, the authors are interested in examining

the effect of group guidance services of the Pantun map game technique on improving the manners of students in class X DPB SMK Negeri 7 Yogyakarta.

METHOD

In this study, researchers used a quantitative approach of experimental type, namely using the pre-experimental design method. This research uses the One Group Pretest-Posttest Design design. The population in this study were students of class X AKL 2 and X DPB at SMK Negeri 7 Yogyakarta. The method taken by researchers in determining the sample is to use a nonprobability sampling technique with a purposive sampling type (Purwanza, 2022). The research sample was taken from the results of the pretest questionnaire that had been distributed by the researcher online via a Google form. The criteria for selecting research subjects are students who are identified as having low manners scale results based on the measurement of the manners questionnaire (Nurlan, 2019). From the results of the pretest questionnaire, 8 students were obtained in the medium category. The research instrument that researchers use is a questionnaire questionnaire. Data analysis techniques were used through product moment validity test, reliability test with Crobach's Alpha, and normality test with Shapiro Wilk. In addition, researchers also conducted hypothesis testing for the T-test.

RESULTS AND DISCUSSION

Normality Test Results

The normality test is used to see whether the data is normally distributed or not. The test is carried out to see if the data results show parametric or nonparametric. If it is parametric then it is normally distributed. To simplify testing, researchers use the Shapiro-Wilk test using SPSS version 26.

Table. Normality Test Results

Tests of Normality						
	Kolmogorov-Smirnov[a]			Shapiro-Wilk		
	Statistic	df	Sig.	Statistic	df	Sig.
Pre Test Sopan Santun Siswa	.155	8	.200[*]	.945	8	.664
Post Test Sopan Santun Siswa	.186	8	.200[*]	.889	8	.230
*. This is a lower bound of the true significance.						
a. Lilliefors Significance Correction						

Based on the results of the Shapiro-Wilk normality test, we can know that the Sig value. Pretest 0.664> 0.05 and Sig. Posttest 0.230> 0.05, it can be concluded that the data obtained is normally distributed.

Hypothesis Test Results

T Test

The previous test shows that the data is said to be normally distributed, so the data can be said to be parametric. Starting from the background and theoretical studies, the researcher makes an Alternative Hypothesis (Ha) with the statement that there is an effect of group guidance services on the pantun map game technique on improving the manners of students in class X DPB SMK Negeri 7 Yogyakarta. The test conducted by researchers is the Paired Sample T Test.

Table. Paired Sample T-Test Results

		Paired Samples Test							
		Paired Differences						t	df	Sig. (2-tailed)
		Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference					
					Lower	Upper				
Pair 1	*Pre-test - Post-test*	-27.500	7.709	2.726	-33.945	-21.055	-10.090	7	.000

Based on the results of the Paired Sample Test table, the Sig. (2-tailed) 0.000 <0.05 indicates that there is a difference between the initial variable with the final variable. The difference in the results obtained before and after the service is provided as follows:

Table. Rate of Increase in Student Manners

Subject	Pretest		Posttest		Description
	Score	**Category**	**Score**	**Category**	
ASR	89	Medium	106	High	Success
AM	85	Medium	115	High	Success
CN	88	Medium	107	High	Success
GNA	82	Medium	106	High	Success
MSR	80	Medium	118	High	Success
MNR	79	Medium	111	High	Success
NDL	83	Medium	119	High	Success
PSR	87	Medium	111	High	Success

Based on the results above, it shows that there is an influence on the treatment given to each variable. So it can be concluded that in this study Ha is accepted, namely the application of group guidance of rhyming map game techniques can have an effect on improving the manners of class X DPB students at SMK Negeri 7 Yogyakarta.

Based on the results of the hypothesis testing above, it shows that the hypothesis is proven that group guidance of rhyming map game techniques affects improving the manners of students in class X DPB at SMK Negeri 7 Yogyakarta. The results of the t-test conducted obtained a value of t = 10.090 with a value of p = 0.000 <0.05 means that the provision of group guidance techniques pantun map game affects the improvement of student manners.

The provision of group guidance with rhyming map game techniques on student manners is proven to be significant and influential in improving student manners. This can be seen from the enthusiasm of good students when participating in group guidance from the initial stage to the evaluation stage. Students follow the rules and directions given by the researcher and are active in conveying ideas, and ideas. Students are also able to answer researchers' questions. This is to the theory of (Swara 2020) which states that group guidance is a way of assisting individuals through group activities to develop socialization skills, encouraging the development of feelings, thoughts, perceptions of insights, and attitudes that support the manifestation of behavior. Other results show that when group guidance activities with rhyming map games students are enthusiastic, active, and can work well with fellow group guidance participants. The use of pantun map game techniques is more influential than conventional group guidance as indicated by higher average scores. In the results of the study, the average score of the pre-test before treatment was 84.13 while the average post-test after treatment was 111.63. The difference between the questionnaire of students' manners before and after treatment is 27.5. Based on the results of the t-test analysis, the t value = 10.090 with a p-value = 0.000 <0.05. The t-test with a criterion of $p < 0.05$ then the proposed hypothesis is proven significant.

Based on these results, it can be concluded that group guidance with Panton map game techniques is proven to improve the manners of students in class X DPB SMK Negeri 7 Yogyakarta.

CONCLUSION

Based on the results of research and discussion, it can be concluded that 1) The level of manners of students in class X DPB at SMK Negeri 7 Yogyakarta in the experimental group before being given treatment is classified in the moderate category seen from the results of the pretest score of the manners questionnaire, 2) The results of the Paired Samples T Test with Ha are accepted, namely, group guidance with the pantun map game technique is proven to affect improving the manners of students in class X DPB SMK Negeri 7 Yogyakarta.

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