ABSTRAK

Suprihatin, Herni. 2026. *Analisis Kemampuan Komunikasi Antar Teman Sebaya Menggunakan Bimbingan Kelompok Berbasis Permainan Pada Siswa Kelas III SD Islam Ta'allumul Huda Bumiayu*. Program Studi Pendidikan Guru Sekolah Dasar Universitas Peradaban

Kata kunci : Komunikasi antar teman sebaya, Bimbingan kelompok, Permainan

Penelitian ini bertujuan untuk menganalisis kemampuan komunikasi antar teman sebaya menggunakan bimbingan kelompok berbasis permainan pada siswa kelas III SD Islam Taallumul Huda Bumiayu. Penelitian ini menggunakan pendekatan kualitatif deskriptif dengan teknik pengumpulan data melalui observasi, wawancara, dan dokumentasi. Subjek penelitian adalah siswa kelas III dan guru kelas III SD Islam Taallumul Huda Bumiayu. Data dianalisis menggunakan model Miles dan Huberman yang meliputi reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa bimbingan kelompok berbasis permainan memberikan pengaruh positif terhadap kemampuan komunikasi antar teman sebaya siswa. Peningkatan tersebut tampak pada aspek keterbukaan, empati, komunikasi verbal, kerja sama dan penyelesaian konflik, serta rasa percaya diri. Melalui kegiatan permainan dalam bimbingan kelompok, siswa menjadi lebih aktif berinteraksi, berani menyampaikan pendapat, mampu bertanya dan menjawab pertanyaan, saling membantu, menghargai pendapat teman, serta lebih percaya diri dalam berkomunikasi. Suasana belajar yang menyenangkan membuat siswa lebih mudah menyesuaikan diri dan tidak merasa takut atau malu saat berkomunikasi dengan teman sebaya. Dengan demikian, bimbingan kelompok berbasis permainan terbukti mampu membantu mengembangkan kemampuan komunikasi antar teman sebaya siswa kelas III SD Islam Taallumul Huda Bumiayu secara lebih efektif.

ABSTRACT

***Suprihatin, Herni. 2026**. Analysis of Peer Communication Skills Using Game-Based Group Guidance Among Third-Grade Students at Ta'allumul Huda Islamic Elementary School in Bumiayu. Elementary School Teacher Education Program, Peradaban University*

Keywords: Peer communication, Group guidance, Games

This study aims to analyze peer communication skills using game-based group guidance among third-grade students at Taallumul Huda Islamic Elementary School in Bumiayu. This study employs a descriptive qualitative approach, with data collected through observation, interviews, and documentation. The research subjects were third-grade students and the third-grade teacher at Taallumul Huda Islamic Elementary School in Bumiayu. Data were analyzed using the Miles and Huberman model, which includes data reduction, data presentation, and drawing conclusions. The results showed that game-based group counseling had a positive effect on students' peer communication skills. This improvement was evident in the areas of openness, empathy, verbal communication, cooperation and conflict resolution, as well as self-confidence. Through game-based activities in group counseling, students became more active in interacting, were more willing to express their opinions, were able to ask and answer questions, helped one another, respected their peers' opinions, and became more confident in communicating. The enjoyable learning atmosphere makes it easier for students to adapt and prevents them from feeling afraid or shy when communicating with their peers. Thus, game-based group counseling has proven effective in helping to develop peer communication skills among third-grade students at Taallumul Huda Islamic Elementary School in Bumiayu.