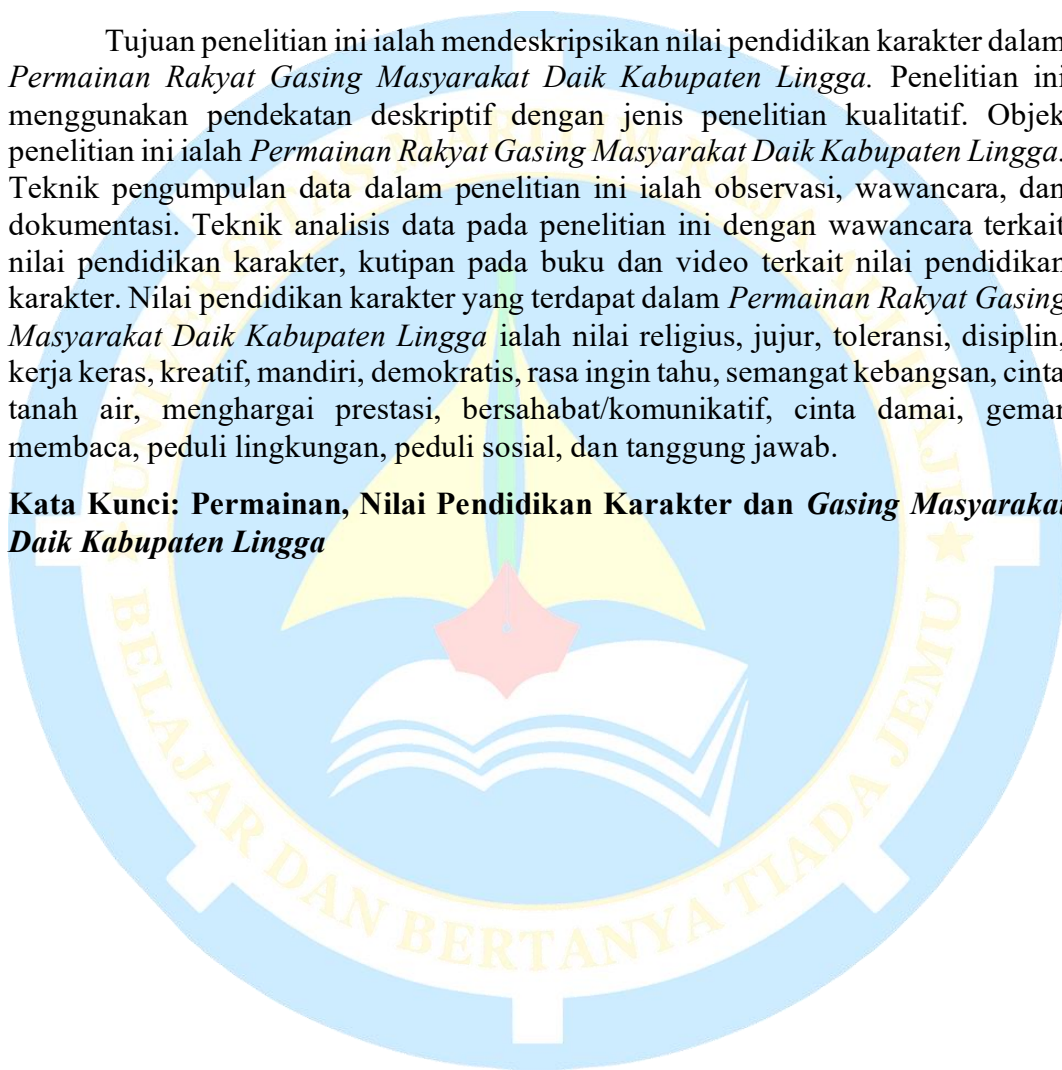


ABSTRAK

Andira, Ayu. 2026. *Analisis Nilai Pendidikan Karakter dalam Permainan Rakyat Gasing Masyarakat Daik Kabupaten Lingga.* Skripsi. Tanjungpinang. Program Studi Pendidikan Bahasa dan Sastra Indonesia Jurusan Bahasa dan Seni, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing I Drs. Suhardi, M.Pd. Pembimbing II Dr. Dody Irawan, S.Pd., M.Pd., M.Hum.

Tujuan penelitian ini ialah mendeskripsikan nilai pendidikan karakter dalam *Permainan Rakyat Gasing Masyarakat Daik Kabupaten Lingga.* Penelitian ini menggunakan pendekatan deskriptif dengan jenis penelitian kualitatif. Objek penelitian ini ialah *Permainan Rakyat Gasing Masyarakat Daik Kabupaten Lingga.* Teknik pengumpulan data dalam penelitian ini ialah observasi, wawancara, dan dokumentasi. Teknik analisis data pada penelitian ini dengan wawancara terkait nilai pendidikan karakter, kutipan pada buku dan video terkait nilai pendidikan karakter. Nilai pendidikan karakter yang terdapat dalam *Permainan Rakyat Gasing Masyarakat Daik Kabupaten Lingga* ialah nilai religius, jujur, toleransi, disiplin, kerja keras, kreatif, mandiri, demokratis, rasa ingin tahu, semangat kebangsaan, cinta tanah air, menghargai prestasi, bersahabat/komunikatif, cinta damai, gemar membaca, peduli lingkungan, peduli sosial, dan tanggung jawab.

Kata Kunci: Permainan, Nilai Pendidikan Karakter dan *Gasing Masyarakat Daik Kabupaten Lingga*



ABSTRACT

Andira, Ayu. 2026. *Analysis of Character Education Values in the Gasing Folk Game of the Daik Community of Lingga Regency.* Thesis. Tanjungpinang. Indonesian Language and Literature Education Study Program, Department of Language and Arts, Faculty of Teacher Training and Education, Raja Ali Haji Maritime University. Supervisor I Drs. Suhardi, M.Pd. Supervisor II Dr. Dody Irawan, S.Pd., M.Pd., M.Hum.

The purpose of this study is to describe the character education values of the Gasing Folk Game of the Daik Community in Lingga Regency. This study uses a descriptive approach with a qualitative approach. The object of this study is the Gasing Folk Game of the Daik Community in Lingga Regency. Data collection techniques in this study were observation, interviews, and documentation. The data analysis technique in this study was interviews related to character education values, quotes from books and videos related to character education values. The character education values contained in the Gasing Folk Game of the Daik Community of Lingga Regency are religious values, honesty, tolerance, discipline, hard work, creativity, independence, democracy, curiosity, national spirit, love of the homeland, respect for achievement, friendship/communicative, love of peace, love of reading, care for the environment, care for society, and responsibility.

Keywords: *Games, Character Education Values and Spinning Tops in the Daik Community of Lingga Regency*

