



Abstract

After the study conducted by Olweus (1991) more than two decades ago, interest about bullying topic significantly increases and provides a sturdy evidence that Bullying consist among children and adolescents. The result of introductory survey found that 54% out of 739 high school student in Yogyakarta reported that bullying occur in their school at last one year and 13% reporting that they have been bullied. This current study develops a program called "Lentera Sahabat". The aim of this program is to increase high school student knowledge about bullying and also their skills to guide a role play sessions with bullying theme. Untreated Control Group Design with Dependent Pre-test and Posttest Sample was used as the design. Quantitative data analysis was conducted through mixed design ANOVA statistical test. The results of this study are the increase of student knowledge about bullying and also their skills to guide a role play sessions with bullying theme.

Keywords : Bullying knowledge, skills to guide role play.

Sejak studi yang dilakukan Olweus (1991) lebih dari dua dekade yang lalu, perhatian pada *bullying* semakin meningkat tajam dan menghasilkan bukti-bukti kuat, bahwa *bullying* banyak terjadi pada anak dan remaja. Studi pendahuluan penelitian pada 739 siswa dari 10 SMAN Kota Yogyakarta menunjukkan bahwa 54% siswa pernah melihat perilaku *bullying* di lingkungan sekolah dalam kurun waktu satu tahun terakhir dan 13% siswa mengaku telah menjadi korban *bullying*. Penelitian ini mengembangkan Program "Lentera Sahabat" yang bertujuan untuk memberikan pengetahuan tentang *bullying* dan mengajarkan keterampilan memandu sesi bermain peran dengan tema *bullying kepada siswa SMA*. Desain yang digunakan adalah *Untreated Control Group Design with Dependent Pre-test and Posttest Sample*. Analisis data kuantitatif dilakukan melalui uji statistik *mixed design ANOVA*. Hasil penelitian ini adalah meningkatnya pengetahuan tentang *bullying* serta keterampilan siswa untuk memandu sesi bermain perandengan tema *bullying*.

Kata kunci : Pengetahuan *Bullying*, Keterampilan untuk memandu sesi bermain peran