

ABSTRACT

Based on Focus Group Discussion about bullying on the subject sample, bullying does exist at the school. Majority of student knowed about bullying and can explained about the impact of bullying. However they are constantly doing bullying and they deem only for a joke. This study research bullying intention and role playing as intervention based on the triadic reciprocal determinism on Social Cognitive Theory Bandura (1986). The aim of this study is to decrease bullying intention by the roleplay “Lentera Sahabat”. This quasi experiment use untreated control group design with dependent pre-test and post-test samples (Shadish, Cook & Campbel, 2002) as a research design dan Anova Mixed as an analisis design. The results show that bullying intention on experiment group changed (MD= 26.294, $p < 0.05$), while bullying intention on control group was not (MD=1.278, $p > 0.05$). That results refer to roleplay “Lentera Sahabat” effective to decrease bullying intention. Roleplay “Lentera Sahabat” provide subject to experience social cognitive learning process with involving cognitive, emotion and behavior aspect to developed emphaty and self awareness from bullying emergence. Reciprocal effect between subject as a person, and roleplay as a potential environment, influence the bullying intention as a determinant on the subject. However bullying knowledge both experiment and control group are increase. Although the increase is different, bullying knowledge is discussed. The conclusion of this research is roleplay “Lentera Sahabat” can decrease bullying intention on senior high school student.

Keywords : intention, bullying, role playing.

Hasil *Focus Group Discussion* pada sample subjek menunjukkan adanya *bullying* di sekolah. Mayoritas siswa memiliki pengetahuan *bullying*, dan dapat menyebutkan dampak dari *bullying*. Namun siswa tetap melakukan *bullying* karena sudah terbiasa dan bermaksud bercanda. Peneliti meneliti intensi perilaku *bullying* dan *roleplay* “Lentera Sahabat” sebagai perlakuan, didasarkan pada *triadic reciprocal determinis* pada Teori *Social Kognitif* Bandura (1986). Tujuan penelitian adalah menurunkan intensi perilaku *bullying* dengan melakukan *roleplay* “Lentera Sahabat” kepada subjek. Penelitian eksperimen kuasi ini menggunakan desain *untreated control group design with dependent pre-test and post-test samples* (Shadish, Cook & Campbel, 2002) dan analisis menggunakan *Anova Mixed*. Hasil analisis diketahui pada kelompok eksperimen mengalami perubahan intensi perilaku *bullying* (MD= 26.294, $p < 0.05$), sedangkan pada kelompok kontrol tidak mengalami perubahan intensi perilaku *bullying* (MD=1.278, $p > 0.05$). Hal tersebut menunjukkan bahwa

roleplay “Lentera Sahabat” efektif untuk menurunkan intensi perilaku *bullying*. *Roleplay* “Lentera Sahabat” mewadahi subjek untuk melakukan proses belajar sosial kognitif yang melibatkan aspek kognitif, emosi dan perilaku. Efek *reciprocal* antara subjek sebagai *person* dan *roleplay* sebagai lingkungan yang berpotensi, mempengaruhi intensi perilaku *bullying* sebagai determinan pada subjek. Akan tetapi pengetahuan *bullying* pada kelompok eksperimen maupun kelompok kontrol meningkat. Walaupun terdapat perbedaan peningkatan pada kedua kelompok tersebut. Kesimpulan penelitian ini adalah *roleplay* “Lentera Sahabat” efektif dapat menurunkan intensi perilaku *bullying* pada siswa SMA.

Kata kunci : intensi, *bullying*, *roleplay*,