

## ABSTRAK

### **Mengurangi Perilaku Mengganggu Teman Dengan Menggunakan Token Ekonomi** (Penelitian Subjek Tunggal Pada Anak Autis di Pusat Kegiatan Belajar Masyarakat Ghaisan Cendekia)

2022

Penelitian ini bertujuan untuk mengurangi perilaku mengganggu teman pada anak autis di Pusat Kegiatan Belajar Masyarakat (PKBM) Ghaisan Cendekia. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *Single Subject Research* disain A-B-A. Analisis data penelitian ini menggunakan analisis visual dalam kondisi. Teknik pengumpulan datanya melalui observasi, wawancara guru kelas dan instrument penelitian. Hasil penelitian menunjukkan bahwa subjek penelitian mampu mengikuti beberapa instruksi dari guru dan peneliti dalam rentang waktu tertentu. 2 dari 4 perilaku mengganggu teman menunjukkan pengurangan frekuensi saat diberi intervensi, yaitu perilaku menarik baju teman dan menendang teman. 2 perilaku lainnya yaitu memukul teman dan mendorong teman mengalami kenaikan dan penurunan yang tidak terlalu signifikan saat fase intervensi. Setelah mengumpulkan token yang didapat oleh subjek penelitian, peneliti memberikan *reward* berupa segulung benang kepada subjek penelitian sesuai dengan kesepakatan di awal.

Kata Kunci: Token Ekonomi, Autisme, Perilaku Mengganggu Teman

## **ABSTRACT**

### ***Reducing disruptive behavior friends by using a token economy***

*(Single Subject Research in Autistic Children at PKBM Ghaisan Cendekia)*

**2022**

*This study aims to reduce behavior of disturbing friends in autistic children at Ghaisan Cendekia Community Learning Activity Center (PKBM Ghaisan Cendekia). This study uses a quantitative approach with Single Subject Research method of A-B-A design. Data analysis of this research using visual analysis in conditions. The data collection technique is through observation, teacher interviews and research instruments. The results showed that the student were able to follow several instructions from teachers and researchers within a certain time span. 2 out of 4 peer disruptive behavior showed a reduction in frequency when given the intervention, that is pulling friend's clothes and kick a friend. The other 2 behaviors hit a friend and push friend experienced a less significant increase and decrease during the intervention phase. After collecting the tokens obtained by the research subject, the researcher gave a reward in the form of a thread to the research subject according to the agreement at the beginning.*

**Key word: Token Economic, Autism, Behavior of Disturbing Friends**