

ABSTRAK

Cheating is often regarded as a matter of course, it turns out if socialized, can bring a tremendous impact. A child who cheat may lose confidence in the ability of self. If not addressed early, it will develop into worse habits as adults, and due to the poor is a seed of corruption. Corruption is very detrimental to other people, communities, and institutions, both private and state. Corruption in Indonesia is increasingly rampant. Given the state of Indonesia is currently experiencing a crisis of character honesty, it is necessary to attempt to build a generation of people who are honest. Moreover, the children are the future generation. The positive thing to do is to begin to inculcate the habit to be honest as possible in everyday life, for example in schools, to get the kids not to cheat. The solution to these problems is to conduct the campaign. Elementary grade students may be good targets because they begin to understand and digest values are inculcated, as well as the capability is growing. This campaign is a social campaign, which is done in three stages, namely informing (Form 6 serial posters), conditioning (Form road show), and the last stage in the form of events reminding. This campaign was first planned to do in the city, involving 4 Elementary School. With the debriefing and cultivation of the values of honesty from an early age, is expected to grow habits of a child to be honest, and it will have a positive impact in the future.

DAFTAR ISI

HALAMAN JUDUL	i
LEMBAR PENGESAHAN	ii
PERNYATAAN ORISINALITAS LAPORAN PENELITIAN.....	iii
PERNYATAAN PUBLIKASI LAPORAN PENELITIAN.....	iv
KATA PENGANTAR	v
ABSTRAK	vii
DAFTAR ISI	viii
DAFTAR TABEL	xii
DAFTAR GAMBAR	xiii
DAFTAR LAMPIRAN	xv
BAB I PENDAHULUAN	1
1.1 Latar Belakang	1
1.2 Permasalahan dan Ruang Lingkup	3
1.3 Tujuan Perancangan	3
1.4 Sumber dan Teknik Pengumpulan Data	4
1.4.1 Observasi	4
1.4.2 Wawancara	4
1.4.3 Kuesioner	4
1.4.4 Tinjauan Pustaka	5
1.5 Skema Perancangan	6
BAB II TINJAUAN PUSTAKA	5
2.1 Psikologi Anak	7
2.1.1 Teori Perkembangan Anak	9
2.1.2 Teori Perkembangan Moral Anak	11
2.1.3 Kebohongan pada Anak	13
2.1.3.1 Definisi Kebohongan	13
2.1.3.2 Penyebab Kebohongan pada Anak	13
2.1.3.3 Cara Untuk Mencegah Kebohongan pada Anak	14
2.1.3.4 Penanganan Untuk Anak yang Berbohong	15

2.1.4	Menyontek	17
2.1.4.1	Definisi Menyontek (<i>Cheating</i>)	17
2.1.4.2	Penyebab Siswa Menyontek	18
2.1.4.3	Akibat dari Menyontek	22
2.1.4.4	Cara Mengatasi	23
2.2	Kampanye	25
2.2.1	Jenis Kampanye	26
2.2.2	Perencanaan Kampanye	27
2.2.3	Faktor-faktor Penunjang Keberhasilan Kampanye	27
2.2.4	Faktor-faktor Penyebab Kegagalan Kampanye	28
2.3	Komunikasi	29
2.4	Visual	30
2.4.1	Ilustrasi	30
2.4.2	Warna	31
2.4.3	Tipografi	33
2.4.4	<i>Layout</i>	34
2.4.5	Logo	34
2.4.6	Kemasan	36
BAB III	DATA DAN ANALISIS	37
3.1	Data dan Fakta	37
3.1.1	Mandatori	37
3.1.2	Institusi Terkait	39
3.1.3	Sponsor	40
3.1.3.1	Nestle	40
3.1.3.2	PT Penerbitan Sarana Bobo (Majalah Bobo)	41
3.1.4	Tinjauan Terhadap Proyek/Persoalan Sejenis	44
3.1.5	Data Hasil Wawancara	53
3.1.5.1	Wawancara dengan Narasumber	53
3.1.5.2	Wawancara dengan Objek Penelitian	64
3.1.6	Hasil Kuesioner	66
3.2	Analisis Terhadap Permasalahan Berdasarkan Data dan Fakta	74
3.2.1	Analisis Permasalahan	74
3.2.2	Solusi Terhadap Permasalahan	76

3.2.3	Identifikasi Sasaran	77
3.2.3.1	SWOT	77
3.2.3.2	STP	78
BAB IV PEMECAHAN MASALAH		80
4.1	Konsep Komunikasi	80
4.1.1	Tahapan Kampanye	80
4.2	Konsep Kreatif	81
4.2.1	Konsep Verbal	81
4.2.2	Konsep Visual	82
4.3	Konsep Media	85
4.4	Hasil Karya	85
4.4.1	Logo Kampanye	87
4.4.2	Poster	87
4.4.2.1	Poster Serial	87
4.4.2.2	Poster <i>Roadshow</i>	94
4.4.2.3	Poster <i>Event</i>	95
4.4.3	<i>Flyer</i>	96
4.4.4	<i>Mobil Roadshow</i>	97
4.4.5	<i>X-Banner</i>	99
4.4.5.1	<i>X-Banner Roadshow</i>	99
4.4.5.2	<i>X-Banner Event</i>	100
4.4.6	Voucher	101
4.4.7	Spanduk	102
4.4.7.1	Spanduk <i>Roadshow</i>	102
4.4.7.2	Spanduk <i>Event</i>	102
4.4.8	Iklan Majalah	103
4.4.9	Umbul-Umbul <i>Event</i>	103
4.4.10	<i>Backdrop</i>	105
4.4.11	<i>Photobooth</i>	105
4.4.12	<i>Notebook</i> dan <i>Bolpen</i>	106
4.4.13	Balon dan <i>Hangtag</i>	108
4.4.14	<i>Gimmick</i>	109
4.4.12.1	<i>Gimmick Roadshow</i>	109

4.4.12.2 Gimmick <i>Event</i>	110
4.4.15 Souvenir	111
4.4.16 Media Sosial: <i>Facebook</i>	113
4.5 Timeline Kampanye	114
4.6 Budgeting	116
 BAB V PENUTUP	 117
5.1 Kesimpulan	117
5.2 Saran	118
 DAFTAR PUSTAKA	 119
LAMPIRAN	122
DATA PENULIS	212
UCAPAN TERIMA KASIH	213

DAFTAR TABEL

Tabel 3.1	Kuesioner Nomor 1	66
Tabel 3.2	Kuesioner Nomor 2	67
Tabel 3.3	Kuesioner Nomor 3	67
Tabel 3.4	Kuesioner Nomor 4	68
Tabel 3.5	Kuesioner Nomor 5	68
Tabel 3.6	Kuesioner Nomor 6	69
Tabel 3.7	Kuesioner Nomor 7	69
Tabel 3.8	Kuesioner Nomor 8	70
Tabel 3.9	Kuesioner Nomor 9	70
Tabel 3.10	Kuesioner Nomor 10	71
Tabel 3.11	Kuesioner Nomor 11	71
Tabel 3.12	Kuesioner Nomor 12	72
Tabel 3.13	Kuesioner Nomor 13	72
Tabel 3.14	Kuesioner Nomor 14	74
Tabel 4.1	Tabel <i>Timeline</i>	114
Tabel 4.2	Tabel <i>Budgeting</i>	115

DAFTAR GAMBAR

Gambar 3.1	Logo FAN	37
Gambar 3.2	Logo Dinas Pendidikan	39
Gambar 3.3	Logo Nestle	39
Gambar 3.4	Logo Majalah Bobo	39
Gambar 3.5	Karangan Bunga yang Meupakan Salah Satu Media Kampanye	44
Gambar 3.6	Baliho yang Terpasang di Area Kampus ITB	45
Gambar 3.7	Spanduk yang Terpasang di Area Kampus ITB	45
Gambar 3.8	Penyelenggara Kampanye Bersama Spanduk Anti Menyontek	46
Gambar 3.9	Pembagian Brosur Kampanye	46
Gambar 3.10	Bentuk Partisipasi Anti Menyontek	46
Gambar 3.11	Logo Kampanye	47
Gambar 3.12	Website Kampanye	47
Gambar 3.13	Petinggi-petinggi Negara Turut Berpartisipasi	48
Gambar 3.14	Pemasangan Spanduk Raksasa ‘Berani Jujur Hebat’	49
Gambar 3.15	Pin Kampanye	50
Gambar 3.16	Contoh Kegiatan yang Dilaksanakan	50
Gambar 3.17	Logo Konferensi Anak Indonesia	51
Gambar 3.18	Suasana Konferensi Anak Nasional 2011	52
Gambar 4.1	Logo Kampanye ‘Aku Bukan Penyontek’	85
Gambar 4.2	Warna Logo Kampanye ‘Aku Bukan Penyontek’	86
Gambar 4.3	<i>Logo Grid</i> Kampanye ‘Aku Bukan Penyontek’	87
Gambar 4.4	Poster Serial 1	89
Gambar 4.5	Poster Serial 2	90
Gambar 4.6	Poster Serial 3	91
Gambar 4.7	Poster Serial 4	92
Gambar 4.8	Poster Serial 5	93
Gambar 4.9	Poster Serial 6	94
Gambar 4.10	Poster Roadshow	95
Gambar 4.11	Poster Event	96
Gambar 4.12	<i>Flyer Roadshow</i> Sekaligus Undangan untuk Orang Tua	97
Gambar 4.13	Mobil <i>Roadshow</i>	98

Gambar 4.14 X-Banner Roadshow	99
Gambar 4.15 X-Banner Event	100
Gambar 4.16 Voucher Souvenir Event	101
Gambar 4.17 Spanduk <i>Roadshow</i>	102
Gambar 4.18 Spanduk <i>Event</i>	102
Gambar 4.19 Iklan Majalah	103
Gambar 4.20 Umbul-Umbul	104
Gambar 4.21 <i>Backdrop</i>	105
Gambar 4.22 <i>Photobook</i>	106
Gambar 4.23 Bolpen <i>Roadshow</i>	106
Gambar 4.24 Cover Depan dan Belakang <i>Notebook</i>	107
Gambar 4.25 Pembatas 1 dan 2 <i>Notebook</i>	107
Gambar 4.26 Pembatas 3 dan 4 <i>Notebook</i>	108
Gambar 4.27 <i>Hangtag</i>	108
Gambar 4.28 Stiker <i>Roadshow</i>	109
Gambar 4.29 Pin <i>Roadshow</i>	109
Gambar 4.30 Gantungan Kunci <i>Event</i>	110
Gambar 4.31 Pin <i>Event</i>	110
Gambar 4.32 Magnet Kulkas	111
Gambar 3.33 <i>Goodie Bag</i>	112
Gambar 3.34 Satu Set Alat Tulis ‘Kejujuran’	112
Gambar 3.35 Kaos <i>Event</i>	113
Gambar 3.36 Media Sosial: <i>Facebook</i>	113

DAFTAR LAMPIRAN

LAMPIRAN A: KUESIONER	122
LAMPIRAN B: SKETSA DAN PROSES	127