

**THE USE OF GAME-BASED LEARNING MODEL OF LOCAL WISDOM
IN LEARNING HUMAN MOTION SYSTEM TO IMPROVE THE
ABILITY OF THE CREATIVE THINKING OF STUDENTS**

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ABSTRACT

Game-based learning model of local wisdom on this research was learning that the typical game use local wisdom of West Java, namely *perepet jengkol*. *perepet jengkol* is a game related to the body's balance, leg strength, and agility of the body making it suitable to serve as a model of learning about human motion system. This research was conducted to find out the improvement in the ability of the creative thinking of the students after learning games-based learning model of local wisdom through *perepet jengkol* about human motion system. This research is research of *pre-eksperimen method* with one group pretest posttest design, the research uses only one experimental class and no class of controls, this research was carried out in senior high school of 22 in Bandung with experiment class (XI IPS 2). instrument in this research used as measure tools to know the level of creative thinking ability in the form of essays which contains indicators of the ability of creative thinking. the results of the increased creative thinking of the students obtained from results posttest were analyzed using the SPSS20 application. The results showed that the increase creative thinking ability of students (pretest) gained an average rating of 62.5 and creative thinking ability of the students after learning with *perepet jengkol* has increased with the average value is 82.5.

Keywords: Game-based learning model of local wisdom, *Perepet Jengkol*, The increase creative thinking ability.