

## ABSTRACT

**Afita Sari. 2021. The Effectiveness of Applications *Ethno-edugame* Supervised to Improve Student Learning Outcomes. by Dr. Iwan Kurniawan, M.Pd. And Dr. Ida Yuyu Nurul Hizqiyah, S.Pd., M.Pd**

In the 21st century now, *sondah* games are less attractive to students because along with the development of science and technology, most students prefer to play games on *smartphones*. So that it can cause student learning outcomes to decrease, because they are too happy to play the games on the *smartphone* so they forget when it's time to study and do assignments from the teacher. Thus, the research objective is to find out the improvement of student learning outcomes after using the application *ethno-edugame*. The research method used is *Quasi Experiment* with research design *the non-equivalent group*. This study uses instruments in the form of test questions and questionnaires. The results of the research in the experimental class obtained student learning outcomes with an average value of 81.6 and a total *N-Gain* of 17.16. While student learning outcomes in the control class obtained an average value of 66.8 with a total *N Gain* of 11.06. Based on the results of the analysis, the *t-test* results obtained *sig. 2-tailed* is  $0.000 < 0.05$ , so it can be concluded that the research hypothesis  $H_a$  is accepted which reads "There is a significant difference in student learning outcomes between the experimental class and the control class". The results of the questionnaire analysis of student responses to the application of *ethno-edugames* consist of 10 (ten) statement indicators, the statement that the highest percentage of 85% with a very good category is number 10 (ten). While the statement that received the lowest percentage was 76% with a good category contained in the statement of the questionnaire number 9 (nine).

**Keywords :** *Smartphone*, Applications *Ethno-edugame*, *Sondah Games*, Learning Outcomes