

ABSTRACT

Luthfianny, 2021. The Effectiveness of Ethno-Edugames Applications to Improve Students' Reflective Thinking. Advisor one: Dr. Iwan Setia Kurniawan, M.Pd. Advisor two: Dr. Riandi, M.Si.

The research entitled The Effectiveness of Ethno-Edugame Applications To Improve Students' Reflective Thinking. The purpose of this study was to determine the effectiveness of the Ethno-Edugames application to improve students' reflective thinking. The research method used in this study is a quasi-experimental method (Quasy Experiment) with the research design used is the Nonequivalent Control Group Design. This research was conducted at SMA Angkasa Lanud Sulaiman with the Experiment class, namely X IPA 1 and the control class, namely class X IPA 2. The results of the T test showed that the class sig $0.00 < 0.05$ then H_0 was rejected and H_1 was accepted so that it was stated that there was a difference. which is significant on the reflective thinking ability of students in the control and experimental classes and on the N-gain test in the experimental class the result is 65%. It was also obtained that the average result of the class indicator of students' reflective thinking abilities in the experiment increased by 56.82%. so it can be said that the use of the Ethno-edugame application is quite effective in increasing students' reflective thinking.

Keywords: *Reflective Thinking, Ethno-edugame Applications.*