

ABSTRACT

Kirani Aprianti. 2022. Efektivitas Aplikasi Ethno-Edugames Untuk Meningkatkan Hasil Belajar Siswa Kelas XI Pada Materi Sistem Imun Di MA Darul Ma'arif. Advisor I : Dr. Iwan Setiakurniawan, M. Pd. Advisor II : Dr. Riandi, M. Si

Learning is a process for a person to be able to continue to develop so that learning and learning systems are inseparable in the world of education. However, the learning system in Indonesia often undergoes many changes, from the curriculum to the technology. Changes in technology have had an impact on the world of education in learning activities. This is because following the development of the times where the current era of technology is developing very rapidly, as is the case with technological developments in the scope of education. Thus, the purpose of this research is to find out whether the effectiveness of using the Ethno-Edugames application can improve student learning outcomes on immune system material in one Madrasah Aliyah in Bandung Regency. The method used in this study is a quasi-experimental design with Non-equivalent group. The research instrument used in this study was in the form of test questions and student response questionnaires. There are 2 sample groups in this study, namely the experimental class and the control class. The results in this study are in the experimental class as many as 13 students are included in the medium category (65%) and 7 people are included in the low category (35%). As for the control class, all students are included in the low category (100%). So it can be concluded that there is an increase in student learning outcomes between the experimental class and the control class so that the use of the Ethno-edugame application is effective in improving student learning outcomes. The results of the student response questionnaire to the ethno-edugames application consist of 10 questions with 3 indicators, the first indicator gets a result of 77.40% is included in the very good category, the second indicator is 77.70% is included in the very good category and the third indicator is 78% fall into the very good category.

Keywords : *Learning, effectiveness, Learning outcomes, Ethno-Edugames*