

ABSTRACT

Fahrunnisa Adtiali. 2022. Effectiveness of Ethno-Edugames Application to Improve Concept Mastery of Class XII Students on Growth and Development Materials at MAN 1 CIANJUR. Advisor one : Dr. Iwan Setia Kurniawan, M.Pd. Advisor two: Dr. Riandi, M. Si

Mastery of concepts is how a student can improve his intellectual skills and help in solving the problems he faces and lead to meaningful learning. The researcher uses ethno-edugames application as a learning method that aims to compare the increase in mastery of concepts between the experimental class and the control class. The subjects selected by the researcher were class XII IPA 3 and class XII IPA 4 in one of the Madrasah Aliyah, Cianjur Regency. As for the research design used by the researcher, there are two, namely the first quantitative with the one-equivalent Control Group Design method with Pre-Test and Post-Test. as many as 20 questions and qualitative in the form of a questionnaire that is useful for collecting student response data results. There are two questionnaires, namely a questionnaire on mastery of concepts and a questionnaire on student responses to the use of ethno-edugame applications. From the results of the N-Gain calculation, the experimental class obtained an N-Gain percentage in the form of a high category of 30.55%, a medium category of 50%, and a low category of 19.45% while the control class obtained an N-Gain in the form of a High category of 19.44 %, the medium category is 47.22%, the low category is 33.34%. In the questionnaire analysis of student responses to this application there are 3 indicators, namely 77.40%, 77.70%, and 78.00%. Meanwhile, in the questionnaire on student responses to mastery of this concept, there are 6 indicators which are divided into 2 classes, namely the experimental class of 80%, 80%, 78.70%, 78%, 75%, 78%. And the control class is 76%, 68.50%, 69.40%, 73%, 71.50%, 70%. It can be concluded that the response of students in the experimental class is more interested in learning the application of ethno-edugames and can increase students' mastery of concepts in the Growth and Growth material.

Keywords: Ethno-edugames Application, Growth and Development, Concept Mastery