ABSTRACT

Farha Khairunnisa. 2022. Efektivitas Aplikasi *Ethno-edugames* Untuk Meningkatkan Hasil Belajar Kelas XII Pada Materi Pertumbuhan dan Perkembangan Makhluk Hidup. Pembimbing satu : Dr. Iwan Setia Kurniawan, M.Pd. Pembimbing dua : Dr. Riandi, M.Si.

In the 21st century, mastery in using information technology can be improved through learning and application in everyday life, this is to develop the skills of students and teachers. Along with the development of technology, smartphone games are very popular with all circles. Because of addiction to smartphone games, games are needed in learning to motivate students in learning. Games make learning more fun, improve learning outcomes, and are active in learning. Due to the greater interest in smartphone games, as a result, traditional games are rarely played. In order to preserve traditional games, especially Sundanese culture, an android game application based on the oray-orayan game called ethno-edugames was designed. The method used in this study is a quasi-experimental research design with Nonequivalent Control Group Design with Pre-Test and Post-Test. The research subjects selected were two grade XII science students in one of the senior high schools in Bandung. The data obtained came from the results of the cognitive aspect assessment in the form of pre-test and post-test 25 multiple choice questions, as well as non-test data in the form of student response questionnaires to ethno-educational applications and student learning outcomes questionnaires. The results showed that the gain of N-Gain in the experimental class had a high category of 13.33% and a medium 86,67%, in the control class had a high category of 3.33%, medium 80% and low 16.67%. In the student learning outcomes questionnaire, the experimental class and the control class responded well. In the student response questionnaire to the ethno-edugame application, the percentages are 77.40%, 77.70%, 78%, all indicators have a very good category. So it can be concluded that the use of ethno-edugame applications is effective in improving learning outcomes in the material of growth and development of living things.

Keywords: *Effectiveness, Learning Outcomes, Ethno-edugames, Pre-test, Post-test*