ABSTRAK

Gina Asmul Husna. 2022. Effectiveness of Ethno-Edugames Applications to Improve Learning Outcomes of Class X Students on Ecosystem Materials at MA Darul Maarif. Advisor One : Dr. Iwan Setia Kurniawan, M.Pd. Advisor Two : Dr. Riandi, M. Si

Learning outcomes are changes in students after learning (Eka & Hani. 2021) Learning outcomes are measured using a bloom framework. The author uses learning media ethno-edugames application which is used as the basis of research. The purpose of this study is to determine the effectiveness of the application of ethno-edugames applications with oray - orayan games to improve student learning outcomes on ecosystem materials. The subjects of this study were students of class X IPA 1 and X IPA 2 of one of the MA schools in Bandung Regency. The research design used was qualitative for student questionnaires, and quantitative for data analysis using the quasi-experiment method or quasi-experimental using two classes, namely the control class and the experimental class, given a pre-test and post-test of 25 questions to obtain quantitative data, as well as 50 questions were given for the experimental class using the ethno-edugame application, as well as a student response questionnaire on learning outcomes for both classes and a student response questionnaire for the ethno-edugame application for the experimental class. The results of the Wilcoxon test showed that the Asymp value. Sig. (2-tailed) has a value of 0.000 < 0.05. then H0 is rejected and Ha is accepted so that it is stated that there are differences in student learning outcomes using the ethno-edugame application. The results of the N-gain calculation for the control class are 100% with low criteria, while for the experimental class the N-gain calculation is 5.2% high criteria, 68% moderate criteria, and 26% low criteria. The results of the student response questionnaire to the application of ethno-edugames and the student response questionnaire to learning outcomes have a positive response.

Keywords: Ethno-edugame application, Ecosystem, Learning Outcomes