

ABSTRACT

Reza Dwi Maharani. 2022. Student Perceptions of Ethno-edugame Application as Supporting Online Learning. Advisor one : Dr. Iwan Setia Kurniawan, M.PD. Second Advisor : Fitri Aryanti, S.T., M.Pd.

The sensory process begins with sensing, which shapes students' perceptions before they form a point of view and views. The study's objective is to learn how students see the use of ethno-edugames. This study used descriptive research with a qualitative methodology. the research design, which was a survey. The research population consists of students in classes X, XI, and XII. Ten statements make up the questionnaire. The computation procedure employs a Likert scale with TCR (Respondent Achievement Level). Results of the student response survey show that the ethno-education application's display indicators are 77.40, percent (very good), access to the application's ethno-edugames is 77.70 percent (very good), and the evaluation of learning media is 78 percent (very good). The experimental class outperformed the control class in terms of topic mastery, innovative thinking, and learning outcomes questionnaire scores. Conclusion: The employment of ethno-edugame applications as a learning aid is extremely successful or beneficial.

Keywords : Creative Thinking, Ethno-edugames, Learning Outcomes, Concept Mastery