

ABSTRACT

Eka Budi Wahyuni, 2022. Implementation of Ethno-Edugames Application to Improve Creative Thinking of Class X Students on Ecosystem Materials. Advisor one: Dr. Iwan Setia Kurniawan, M.Pd. and Second Advisor: Fitri Aryanti, ST, M.Pd

The specific purpose of this research is to find out the results of the implementation of the Ethno-edugames oray-orayan in learning activities. The research method used is quasi-experiment with non-equivalent control group design. The study was conducted at SMAN 17 Bandung by using an experimental class which amounted to 34 students while the control class was 33 students. The sampling used was purposive sampling technique, with primary data collection techniques using 25 pretest and posttest questions as well as questionnaires as data support. The results obtained are the implementation of ethno-edugame in the learning activities of class X students on ecosystem materials can improve students' creative thinking, with the results of comparing the N-gain value in the experimental class with an average N-gain of 0.73 with high criteria, while in the control class 0.5 with moderate criteria. Based on the results of the Mann-Whitney test conducted with the help of SPSS 26 Asymp Sig. 0.000 due to Asymp Sig. < 0.05 then H_a is accepted, and the percentage of creative thinking indicators of experimental class students on fluent thinking indicators reaches 96% with very creative interpretations, flexible thinking indicators get 96.32% percentages of very creative interpretations, 86.76% original thinking indicators which are very creative and detailed thinking indicators with a percentage of 72% including creative, while the results of the assessment in the control class on the 85.35% fluent thinking indicator with very creative interpretation, the flexible thinking indicator reaches 86.36% very creative interpretation, and 73.73% original thinking, the second detailed thinking indicator 71.51% included in the creative interpretation. The results of student responses to the Ethno-edugames get a positive response because it reaches a percentage with a very good category.

Keywords: *Application Ethno-Edugames Students' Creative Thinking, Pretest, Posttest.*