

## **ABSTRACT**

*Wanti Endah Pratiwi. 2022. Effectiveness of Ethno – Edugames Applications to Improve Mastery of Concepts for Class X Students on Ecosystem Materials. Advisor one : Dr. Iwan Setia Kurniawan, M.Pd. Advisor two : Dr.H. Riandi, M.Si. Mastery of students' concepts is one of the drivers for students to understand, accept, and apply learning materials, including in learning biology. In order to know and measure the mastery of concepts through the results of the learning assessment, the author uses the Ethno-edugames application which is the basis for the research carried out. The researcher aims to explore the effectiveness of the application of ethno-edugames in increasing the mastery of the concept of class X students on ecosystem material. The subjects in this study were students of class X MIPA 1 and XMIPA 2 at SMA Pasundan Majalaya. Meanwhile, the research design used was qualitative and quantitative with a quasi-experimental method through pre-test and post-test as many as 20 questions to obtain quantitative data on mastery of the material after being treated. And also using questionnaires in collecting qualitative data as a student response to the application of ethno-edugames. From the results of the T-test research shows that sig.  $0.00 < 0.05$  then  $H_0$  is rejected and  $H_1$  is accepted so that it is stated that there are differences in students' mastery of concepts. The results of N - gain obtained, in the experimental class N - gain shows 0.74 so that it is included in the medium criteria then in the control class the N - gain shows 0.43 so that it is included in the medium criteria. For the results of the questionnaire, the majority of students had a very positive response to the use of ethno-edugames applications in the learning process. From this data, it can be concluded that the use of ethno-educational applications is quite effective in increasing students' mastery of concepts.*

*Keywords: Application, Concept Mastery*