

## ABSTRACT

**Meilani Fitri. 2023. Implementasi Aplikasi Ethno-edugames (Bebentengan) Untuk Meningkatkan Hasil Belajar Siswa Sekolah Menengah Pertama Pada Materi Sistem Ekskresi. Pembimbing I: Dr. Iwan Setia Kurniawan, S.Pd., M.Pd. Pembimbing II: Fitri Aryanti, S.T., M.Pd.**

*Learning provided to an educational institution must be able to increase students' knowledge, creativity and critical thinking, and students' attitudes when learning also need to be considered. Learning carried out must be in accordance with student conditions by following technological developments. Currently, students cannot be separated from the use of smartphones, therefore researchers conducted research on the use of smartphones through the ethno-edugames application in learning. The purpose of this study is to find out whether the implementation of the ethno-edugames application can help improve student learning outcomes in one of the Bandung City Junior High Schools. This research was conducted using a quasi-experimental method with a nonequivalent control group design. This study used test instruments in the form of pre-test post-test questions and non-test instruments in the form of learning outcome questionnaires and student response questionnaires. The samples used in this study were two groups of class VIII, namely the experimental class and the control class. After conducting research, it was found that the experimental class experienced a higher increase in learning outcomes than the control class with the acquisition of n-gain values in the experimental class 0.30 and the control class 0.10. Based on the results of the learning outcomes questionnaire, the average value of the percentage indicator of material knowledge, discipline when learning, the application of material in daily life, and the improvement of learning outcomes of the experimental class was higher than the control class and based on the questionnaire the response of experimental class students showed an average value both on the indicators of application operation and completeness of features and very good on the ethno-edugames indicator as a learning medium and power Withdraw the application, so it can be concluded that the implementation of the ethno-edugames application (fortification) can improve the learning outcomes of junior high school students in excretory system subjects.*

**Keywords:** *Ethno-edugames, Learning Outcomes, Smartphone*