

ABSTRACT

Ina Ghinayanti. 2023. *Implementation of Ethno-edugames Application (Bebentengan) to Enhance Creative Thinking of SDN Cingcin 03 Students. Supervisor I: Dr. Iwan Setia Kurniawan, M.Pd. Supervisor II: Dr. Riandi, M.Si.*

Throughout history, science and technology have brought about numerous advancements. The progress of scientific knowledge in education has led to technological developments, one of which is the creation of learning media using technology, such as the Ethno-edugames application. The Ethno-edugames application is a learning media that combines technology with local wisdom. This application is specifically designed for Android smartphones. It is designed using online game methods and includes various features such as learning materials, Pretest and Posttest questions, student response questionnaires, and games that students must play as a form of implementation. The aim of this research is to determine how the Ethno-edugames application (Bebentengan) can enhance the creative thinking abilities of SDN Cingcin 03 students and to understand the students' response to the Ethno-edugames application (Bebentengan) as a learning media during the learning process. The research method used in this study is quantitative, which will be employed to collect data. Two samples are used in this research: class V-A as the experimental group, and class V-B as the control group. The results of this research show that the achievement of the N-gain category in the experimental group is higher compared to the control group. Specifically, the experimental group achieved a high N-gain category of 53%, while the control group reached 23%. Therefore, it can be concluded that the Ethno-edugames application (Bebentengan) can enhance the creative thinking abilities of students in class V at SDN Cingcin 03.

Keywords: *Ethno-edugames application (Bebentengan), Creative Thinking, Learning Media, Technology, Bebentengan game.*