ABSTRACT

Dewi Anisa, 2023. Implementation of the Ethno-Edugames Application (Bebentengan) to Improve the Creative Thinking of Cingcin 01 Elementary School Students. Supervised by Dr. Iwan Setia Kurniawan, M.Pd and Fitri Aryanti S.T., M.Pd.

The purpose of this research is to find out the implementation of ethno-educational applications to improve students' creative thinking skills. This study uses a quantitative methodology with the type of Quasi Experimental research with a Nonequivalent Control Group Design, which consists of an experimental class and a control class. The samples to be tested were grades V-A and V-B with 30 students each from SDN Cingcin 01. The parameters measured were the effectiveness of the ethno-educational application (Bebentengan) to improve students' creative thinking and the assessment of the ethno-educational application (Bebentengan). In the experimental class there were 12 students (40%) who were included in the high category, while in the control class there were no students who were included in the high category. This shows that the use of ethno-edugames applications (bebentengan) is quite effective in increasing students' creative thinking in the process of learning activities. The results of the T-test showed that sig. (2 tailed) 0.001 <0.05 which states that H0 is rejected so it can be concluded that there is an increase in students' creative thinking between the experimental class and the control class. Improvement of students' creative thinking based on indicators in the experimental class with indicators of fluent thinking 77% in the good category, indicators of flexible thinking 72% in the good category, indicators of original thinking 81% in the good category, and indicators of detailed thinking 78% in the good category. Whereas in the control class the indicator of fluent thinking was 72% in the good category, the indicator for flexible thinking was 69% in the good category, the original thinking indicator was 70% in the good category, and the detailed thinking indicator was 73% in the good category. The evaluation of the ethno-educational applications (bebentengan) in the experimental class based on the application display indicators obtained 84% results in the good category, the application access indicators obtained 83% results in the good category, the application assessment indicators obtained 83% results in the good category.

Keywords: Ethno-Edugames, Bebentengan, Creative Thinking, Learning Media.