

ABSTRAK

Najiatul Ameliya. 2024. *Ethno-Edugames* : Implementation of Sangkuriang Applications to Improve The Creative Thinking Ability of Class X Students on Ecosystem Materials at SMAN 1 Jatisari. Supervisor I : Prof. Dr. H Toto Sutarto Gani Utami, M.Pd. Supervisor II : Dr. Iwan Setia Kurniawan, M.Pd.

Creative thinking skills are important for students to have. However, in reality, learning using the lecture method and written tests using paper makes students have low learning motivation and lack of students' creative thinking skills. The use of technology in learning is time to be applied in this era. In addition, local wisdom in the form of folklore which is increasingly less popular also requires a way to preserve it. One of the alternatives to preserve local wisdom is by integrating it into the learning process made by utilizing technology which includes educational games. The purpose of this research was to determine the effect of the implementation of *ethno-edugames* applications in learning activities on improving students' creative thinking skills on ecosystem material. This research used a quantitative approach with pre-experiment method with data collection techniques using *pretest* and *posttest* questions consisting of 50 multiple choice questions. The results of scores from the N-gain calculation of 0.75 which included high criteria. This showed there is an effect of the *ethno-edugames* application in improving students' creative thinking skills.

Keywords : Creative thinking, Learning, Technology, *Ethno-edugames* applications.