

ABSTRACT

Inda Nurhaliza. 2024. Ethno-edugames: Implementation Of The Sangkuriang Application To Improve Students' Critical Thinking On The Coordination System Material Class XI SMAN 14 Bandung. Advisor One : Prof. Dr. H. Toto Sutarto Gani Utari, M.Pd. Advisor Two : Dr. Iwan Setia Kurniawan, M.Pd.

Critical thinking is a coordinated cycle of psychological training, for example solving a problem, making a decision, dissecting a dispute, and leading a logic test. (Yune. 2021). Critical thinking can be measured using Robert Ennis' framework. The author uses ethno-edugames application learning media which is used as the basis for the research. The purpose of this research is to determine the effectiveness of using ethno-edugames applications to increase students' critical thinking on coordination system material. The research subjects used in this research were class XI MIPA 4 students at SMAN 14 Bandung. The research design is a quantitative approach with a pre-experiment method (one group pretest-posttest design), uses one class as an experimental class which will be tested on a pre-test and post-test with 50 questions using the ethno-edugames application. The results of the experimental class research using the Shapiro Wilk test showed that the Sig. pretest is $0,104 > 0,05$, so the data is normally distributed. For the Sig value. posttest is $0,148 > 0,05$, so the data is normally distributed. The results of the Paired Sample T-Test show that the Sig. (2-tailed), $0,000 < 0,05$, then H_0 is rejected and H_a is accepted so that it can be stated that there is an increase in critical thinking of class XI MIPA 4 students regarding the implementation of ethno-edugames learning media in coordination system material. The N-Gain calculation result is 0,8379 which is included in the high category, meaning that there is effectiveness in using ethno-edugames applications to increase students' critical thinking. The average percentage of students' critical thinking indicators obtained results of 63.50% for providing simple explanations including the good category, 61.00% for building basic skills including the good category, 56.45% for concluding including the sufficient category, 53.40% for making further explanation including the sufficient category, and 56.20% for organizing strategies and tactics including the sufficient category. So it can be concluded that the existence of ethno-edugames learning media can have an effective influence on the learning of class XI MIPA 4 students on coordination system material.

Keywords: Ethno-edugames Application, Coordination System, Critical Thinking