

ABSTRACT

Fadhilah Khoirunnissa Setiawan. 2024. Ethno-Edugames: Implementation of the Sangkuriang Application to Enhance Creative Thinking Skills in Global Warming Material for Grade X Students at SMA Negeri 27 Bandung. Supervised by Dr. Iwan Setia Kurniawan, M.Pd., and Dr. Mimi Halimah S.Pd., M.Si.

The 21st century is marked by openness and globalization, technological advances are growing rapidly and impacting every aspect of life including education. Games are now becoming a learning tool in education through edugames applications. This application is a game that combines learning activities into a smartphone. Because now is the century of globalization, many exchanges of aspects including incoming culture shift local culture, so that local culture is now starting to be forgotten in this study focusing on the typical folklore of Sundanese land, namely Sangkuriang. In order to preserve this folklore, an android game application set in the Sangkuriang folklore called Ethno-Edugames was designed. The purpose of this study is to improve the critical thinking skills of high school students through the use of Ethno-Edugames Application in learning activities. This study used a quantitative approach with a pre-experimental one group pretest-posttest design. With class X SMA Negeri 27 Bandung as the population and class X-6 as the sample. Information collected through pretests and posttests consisting of fifty multiple choice questions that measure creative thinking skills, as well as non-test information from student response surveys using the Ethno-Edugames application. Based on the results of the study, the N-gain increase is in the high category of 0.74.

Keywords: *implementation, creative thinking, Ethno-edugames, pretest, posttest.*