

## **ABSTRACT**

***Jenab. 2024. Implementation of the Ethno-Edugames Application (Sangkuriang) to Enhance Students' Creative Thinking Skills on Ecosystem Material in Grade 10. Supervised by Prof. Dr. Cartonno, M.Pd., M.T and Dr. Iwan Setia Kurniawan, M.Pd.***

*This research aims to determine the increase in students' creative thinking by using ethno-edugames applications in class X on ecosystem material. The research method used in this research is Pre-Experimental Design, namely using One-Group Pretest-Posttest design. The experimental class research subjects were class X Science 1. The number of subjects in the experimental class was 35 students. Data collection is primary data using the ethno-edugames application for the experimental class. The pretest and posttest questions are packaged into the ethno-edugames application. This data is to determine the increase in creative thinking. The research results obtained from the average value of the pretest and posttest for the experimental class, namely the experimental class, obtained an average N-gain value of 0.79. The N-gain value in the experimental class is included in the high criteria. The Wilcoxon test results are seen from Asymp.sig. (2-tailed) has a value of  $<.001$  which means  $<.001 < 0.05$  ( $<.001$  less than 0.05) it can be said that  $H_0$  is rejected and  $H_1$  is accepted. From these data it can be concluded that there is a significant difference in the pretest scores and posttest scores. Thus, the application of ethno-edugames (sangkuriang) influences learning on ecosystem material. So it can be concluded that the implementation of ethno-edugames (sangkuriang) can improve students' creative thinking abilities on ecosystem material.*

***Keywords:*** Ethno-Edugames Application, Students' Creative Thinking, Ecosystem.