ABSTRACT

Febriani Permatasari, 2023. Ethno-edugames: Implementation of the Sangkuriang Application to Improve Students' Critical Thinking Ability on Ecosystem Material for Class X SMA Nusantara Bandung. Supervised by Prof. Dr. H. Toto Sutarto Gani Utari, M.Pd., Dr. Iwan Setia Kurniawan, M.Pd.

The aim of the research is to analyze the implementation of *ethno-edugames* applications with the theme of the sangkuriang game, whether or not they influence students' critical thinking abilities in ecosystem material. The author uses *ethno-edugames* application learning media as the basis for the research. The research subjects were class X students at SMA Nusantara Bandung. The research design applies quantitative. Data analysis applied the *Pre-Experimental Design* method using *One Group Pretest-Posttest Design*, namely one experimental class applied *pretest* & *posttest* treatment with 50 questions to obtain quantitative data. The results of the Hypothesis Test research show a significance value (2-tailed) of 0.000 < 0.05, so H_0 is rejected and H_a is accepted so that it is stated that there is a difference in students' critical thinking abilities before and after. The *N-Gain* test shows that the pretest results are 17.35 and posttest 42.68. In these results there is a *gain* of 25.33, the *N-Gain* results are 0.75>0.7 with high criteria. With the results of an increase in the average *pretest* of 35.03% and the average *posttest* of 82.98%, it shows that there is an increase in critical thinking skills on ecosystem material using the Sangkuriang ethno-edugames application.

Keywords: Critical Thinking, Ecosystem, *Ethno-edugames*