

ABSTRACT

This research is entitled "Implementation of Ethno-edugame Applications to Improve Creative Thinking of Class XII Students on Growth and Development Materials". Along with the development of multimedia technology, researchers designed a learning media using the Ethno-edugames oray-orayan application. This application is one of the games that educate students to improve creative thinking. Learning that tends to be based on rote learning makes students' creativity less prominent, therefore it is necessary to innovate learning methods that are able to give birth to student motivation so that students are more interactive, get new ideas, and solve unusual problems. The method used in this study is an experimental method that uses 2 classes, namely the experimental class and the control class. The research was conducted at SMA Al-Mukhtariyah Rajamandala, this qualitative and quantitative research design used a quasi- experimental method. Pre-test and post-test to obtain quantitative data and student response questionnaires to the application of ethno-edugames as qualitative data. The N-gain obtained by the experimental class was 48.83 while the control class obtained 33.80. The experimental class and the control class provide data on the indicators for the assessment of the percentage of students' creative thinking. The fluent thinking indicator in the experimental class got a score of 73.40% which was included in the "good" category, while the broad thinking indicator got a score of 73.50%, the original thinking indicator got a score of 77%, and the detailed thinking indicator got a score of 74.70%. While the control class has an indication of fluent thinking of 66.70%, broad thinking indicator of 67.50%, original thinking indicator of 67.50%, and detailed thinking indicator of 66.70%. The results of the questionnaire data, the majority of students have a positive response on the use of Ethno-Edugames applications in the learning process. This study shows how the application of the ethno-edugame application method in the learning process can improve students' mastery of the Growth and Development material.

Keywords: *Creative Thinking; Ethno-Edugames Application; Growth and Development*