

## ABSTRAK

**Aprilina Dwi Astuti. 2021. Kajian Etnomatematika pada Permainan Tradisional Benthik di Yogyakarta. Skripsi. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.**

Etnomatematika merupakan ilmu yang mempelajari cara-cara yang dilakukan oleh manusia dari budaya yang berhubungan dengan matematika. Dalam penelitian ini, peneliti melakukan kajian terhadap permainan tradisional benthik yang ada di Yogyakarta. Tujuan dari penelitian ini adalah untuk mengetahui historis permainan tradisional benthik, aktivitas fundamental matematis dan aspek matematis pada permasalahan kontekstual yang dapat disajikan.

Jenis penelitian yang digunakan adalah penelitian deskriptif kualitatif. Metode pengumpulan data yang digunakan adalah wawancara dan pengamatan dokumen berupa video. Instrumen pengumpulan data yang digunakan berupa pedoman wawancara. Teknik analisis data yang digunakan adalah reduksi data, ketegorisasi, sintesisasi, dan penyusunan hipotesis kerja.

Hasil dari kajian tersebut adalah terdapat historis dan aktivitas fundametal matematis pada aktivitas permainan tradisional benthik menurut Bishop yaitu *counting*, *locating*, *measuring*, *designing*, *playing* dan *explaining* yang dapat dilihat pada aturan dan proses bermain. Selain itu, terdapat 9 aspek matematis pada permainan tradisional benthik yaitu bilangan; pola bilangan; jarak; satuan waktu; luas dan keliling; garis dan sudut; bangun datar; trigonometri; tranformasi geometri; peluang; dan skala dan pemetaan. Aspek matematis yang ditemukan digunakan untuk membuat permasalahan kontekstual matematika dalam bentuk soal yaitu 7 soal jenjang SD, 6 soal jenjang SMP, dan 6 soal jenjang SMA.

Kata Kunci : Etnomatematika, Permainan Tradisional Benthik, Aktivitas Fundamental Matematika

## ABSTRACT

***Aprilina Dwi Astuti. 2021. The Ethnomathematics Studies of Benthic Traditional Game Activities from Yogyakarta. Undergraduate Thesis. Mathematics Education Study Program, Department of Mathematics and Science Education, Faculty of Teacher Training and Education. Sanata Dharma University, Yogyakarta.***

*Ethnomathematics is a study of learning how people to do their culture that related to mathematics. In this study, the researcher did the study about the traditional game in Yogyakarta which called Benthik. This study has purposed to know the historic activity in traditional game, mathematical fundament activity in traditional game benthik and to know the contextual problem that can be shown by the researcher*

*The type of this study was descriptive qualitative research. The methods used in collecting the data were interviewing and observing video document. The instrument of collecting the data that used in this study were interview guidelines. The data analysis technique used in this research were data reduction, categorization, synthesization, and arrangement working hypothesis.*

*One of the result from this study was, there were historic activity in traditional game and mathematical fundament activity on traditional game benthik according to Bishop: counting, locating, measuring, designing, playing, and explaining that can be seen on the rules and the process of playtime. The other result was, there were 9 mathematical aspects on traditional game benthik, they were numbers, numbers' pattern, range, hour, area and circumference, line and angles, planes, trigonometry, geometry transformation, probability, and scale and mapping. Mathematical aspects that used to make mathematical contextual problem in an exercise form are; 7 for elementary school, 6 for junior high school and senior high school.*

*Keywords : Etnomathematics, Benthik-Traditional Game, Mathematical Fundament Activity*