

EFEKTIVITAS MEDIA PERMAINAN MONOPOLI DALAM MENINGKATKAN PENGETAHUAN DONOR DARAH PADA REMAJA DI KELURAHAN BENER YOGYAKARTA

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INTISARI

Latar Belakang: Pengetahuan remaja tentang donor sangat dibutuhkan karena pada dasarnya pengetahuan pada remaja tersebut bisa menjadi langkah awal dalam meningkatkan kesadaran tentang donor darah sejak usia remaja. Pentingnya media edukasi donor darah yang menyenangkan dan tidak membosankan. Pada penelitian ini difokuskan menggunakan media permainan monopoli.

Tujuan Penelitian: Penelitian ini bertujuan untuk mengetahui efektivitas media permainan monopoli dalam meningkatkan pengetahuan donor darah pada remaja di Kelurahan Bener.

Metode Penelitian: Penelitian ini merupakan penelitian *quasi experiment*. Populasi dalam penelitian yaitu seluruh remaja di Kelurahan Bener Yogyakarta yang berjumlah 1.177 remaja, dengan rumus Slovin besar sampel pada penelitian ini sebanyak 92 orang. Teknik pengambilan sampel dengan menggunakan *simple random sampling*.

Hasil: Hasil penelitian menunjukkan karakteristik responden ditemukan remaja awal sebanyak 49 (53,3%), remaja akhir sebanyak 43 (46,7%), laki-laki sebanyak 41 (44,6%), perempuan sebanyak 51 (55,4%), SD sebanyak 5 (5,4%), SMP sebanyak 40 (43,5%), SMA sebanyak 23 (25,0%), dan Perguruan Tinggi sebanyak 24 (26,1%). Tingkat pengetahuan remaja sebelum edukasi ditemukan kategori baik sebanyak 9 (9,8%), kategori cukup sebanyak 28 (30,4%), dan kategori kurang sebanyak 55 (59,8%). Tingkat pengetahuan remaja sesudah edukasi ditemukan kategori baik sebanyak 71 (77,2%), kategori cukup sebanyak 18 (19,5%), dan kategori kurang sebanyak 3 (3,3%). Efektivitas media permainan monopoli dilihat dari nilai sig. (2-tailed) yaitu 0,000 atau <0,05. Artinya, terdapat efektivitas media permainan monopoli dalam meningkatkan pengetahuan donor darah pada remaja di Kelurahan Bener Yogyakarta.

Kesimpulan: Edukasi media permainan monopoli efektif dalam meningkatkan pengetahuan tentang donor darah pada remaja di Kelurahan Bener.

Kata Kunci: *Efektivitas, Permainan Monopoli, Donor Darah*

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THE EFFECTIVENESS OF MONOPOLY GAME MEDIA IN INCREASING BLOOD DONATION KNOWLEDGE AMONG ADOLESCENTS IN BENER VILLAGE YOGYAKARTA

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ABSTRACT

Background: Adolescent knowledge about donors is needed because basically knowledge in adolescents can be the first step in raising awareness about blood donation since adolescence. The importance of blood donation education media that is fun and not boring, such as monopoly game media.

Objective: The objective of this study was to describe adolescent knowledge about donors is needed because basically knowledge in adolescents can be the first step in raising awareness about blood donation since adolescence. The importance of blood donation education media that is fun and not boring, such as monopoly game media.

Methods: The method used in this study is a quasi-experimental method to look for influences on something that is treated against others under controllable conditions. The population of this study was all adolescents in Bener Village which amounted to 1,177 adolescents, with the Slovin formula the sample size in this study was 92 people.

Results: The results showed that the characteristics of respondents were found to be early adolescents as many as 49 (53%), late adolescents as many as 43 (47%), men as many as 41 (45%), women as many as 51 (55%), elementary schools as many as 5 (5%), junior high schools as many as 40 (44%), high schools as many as 23 (25%), and universities as many as 24 (26%). The level of knowledge of adolescents before education was found to be a good category of 9 (10%), a sufficient category of 28 (30%), and a less category of 55 (60%). The level of knowledge of adolescents in education was found to be in the good category as much as 71 (77%), the sufficient category as much as 18 (20%), and the less category as much as 3 (3%). The effectiveness of monopoly game media is seen from the value of sig. (2-tailed) which is 0.000 or <0.05. That means there's a monopoly on the effectiveness of a media game of monopoly on increasing knowledge of blood donation in true religion.

Conclusion: Monopoly game media education is effective in increasing knowledge about blood donation for adolescents in Bener Village.

Keywords: Effectiveness, Monopoly Game, Blood Donation

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