

PENGARUH MEDIA PERMAINAN TEKA-TEKI SILANG TERHADAP PENGETAHUAN DONOR DARAH REMAJA DI MADRASAH ALIYAH MAFAZA YOGYAKARTA

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INTISARI

Latar Belakang : Donor darah adalah proses pengambilan darah dari seseorang yang mendonorkan darahnya secara sukarela untuk disimpan di bank darah. Salah satu yang mempengaruhi kesadaran donor darah adalah kurangnya pengetahuan mengenai donor darah. Oleh karena itu diperlukan adanya media edukasi yang inovatif, pada penelitian ini dirancang suatu media edukasi berupa media permainan teka-teki silang.

Tujuan Penelitian : Mengetahui pengaruh media permainan teka-teki silang terhadap pengetahuan donor darah remaja di Madrasah Aliyah Mafaza Yogyakarta.

Metode Penelitian : Penelitian ini merupakan penelitian analitik kuantitatif. Sampel penelitian dalam penelitian ini adalah siswa kelas X dan XI di Madrasah Aliyah Mafaza Yogyakarta sebanyak 63 orang. Teknik pengambilan sampel menggunakan teknik *purposive sampling*.

Hasil Penelitian : Tingkat pengetahuan remaja mengenai donor darah sebelum diberikan edukasi menggunakan media permainan teka-teki silang dari 63 responden yang tergolong tingkat pengetahuan baik sebanyak 26 orang (41,27%), dan tingkat pengetahuan cukup sebanyak 37 orang (58,73%). Tingkat pengetahuan remaja mengenai donor darah sesudah diberikan edukasi menggunakan media permainan teka-teki silang dari 63 responden yang tergolong tingkat pengetahuan baik sebanyak 48 orang (76,19%), dan tingkat pengetahuan cukup sebanyak 15 orang (23,81%). Hasil Uji *Wilcoxon Signed Ranks Test* diperoleh nilai Sig. (2-tailed) 0.000 (< 0.05) dengan nilai uji Z -5.482, yang artinya terdapat pengaruh signifikan metode edukasi terhadap tingkat pengetahuan responden mengenai donor darah.

Kesimpulan : Edukasi menggunakan media permainan teka-teki silang berpengaruh signifikan terhadap tingkat pengetahuan donor darah.

Kata Kunci: *Teka-Teki Silang, Tingkat Pengetahuan, Remaja*

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THE INFLUENCE OF CROSSWORD GAME MEDIA ON THE KNOWLEDGE OF TEENAGE BLOOD DONATION AT MADRASAH ALIYAH MAFAZA YOGYAKARTA

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ABSTRACT

Background: Blood donation is the process of taking blood from someone who donates blood voluntarily to be stored in a blood bank. One thing that influences blood donation awareness is the lack of knowledge about blood donation. Therefore, there is a need for innovative educational media. In this research, an educational media was designed in the form of a crossword puzzle game.

Objective: The objective of this study was to describe the influence of crossword game media on knowledge of blood donation among teenagers at Madrasah Aliyah Mafaza Yogyakarta.

Method: This research was a quantitative analytical research. The research sample consisted of 63 respondents at Madrasah Aliyah Mafaza Yogyakarta. The data collection technique uses purposive sampling.

Result: The level of knowledge of teenagers regarding blood donation before being given education using crossword puzzle games of the 63 respondents classified as having a good level of knowledge, 26 people (41.27%), and 37 people (58.73%) had a fair level of knowledge. The level of knowledge of teenagers regarding blood donation after being given education using crossword puzzle games of the 63 respondents classified as having a good level of knowledge, 48 people (76.19%), and 15 people (23.81%) had a fair level of knowledge. Based on the *Wilcoxon Signed Ranks Test* results, a value was obtained Sig. (2-tailed) 0.000 (< 0.05) with a Z test value of -5.482, which means that there is a significant influence of educational methods on the respondent's level of knowledge regarding blood donation.

Conclusion : Education using crossword media can have a significant effect on the level of blood donor knowledge.

Keywords: *Crosswords, Level of Knowledge, Teenagers*

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