

**PENGARUH PROMOSI TENTANG *PIT FISSURE SEALANT*
MENGUNAKAN MEDIA *DART GAME* TERHADAP
PENGETAHUAN DAN MINAT
SISWA SEKOLAH DASAR**

Miftah Imti Sholikhah*, Wiworo Haryani, Dwi Suyatmi
Jurusan Kesehatan Gigi Poltekkes Kemenkes Yogyakarta
Jl. Kyai Mojo No. 56 Pingit Yogyakarta
Email : miftah.imti@gmail.com

ABSTRAK

Latar Belakang: Menurut Riskesdas tahun 2018 prevalensi karies pada kelompok usia 5-9 tahun sebesar 92,6%. Hasil studi pendahuluan di SD Muhammadiyah Senggotan pada siswa kelas IV didapatkan 80% tidak mengetahui gigi berlubang dapat dicegah. *Pit fissure sealant* merupakan salah satu tindakan preventif dalam mencegah karies pada gigi permanen. *Pit fissure sealant* merupakan salah satu tindakan preventif dalam mencegah karies pada gigi permanen. Permainan merupakan salah satu metode promosi kesehatan yang lebih menarik. Media *dart game* menuntut siswa untuk aktif sehingga materi terserap dan bermakna dalam memori otaknya.

Tujuan: Diketuinya pengaruh promosi tentang *pit fissure sealant* menggunakan media *dart game* terhadap pengetahuan dan minat siswa sekolah dasar.

Metode: Desain penelitian ini adalah *quasi eksperimen* dengan rancangan *Pretest – Posttest with Control Group*. Pengambilan sampel dengan total sampling dengan jumlah sampel 70 responden yang dibagi menjadi kelompok kontrol dan kelompok eksperimen. Penelitian dilaksanakan pada bulan Februari 2023. Lokasi penelitian di SD Muhammadiyah Senggotan. Analisis data menggunakan Uji *Wilcoxon* dan Uji *Mann Whitney*.

Hasil: Hasil uji *Wilcoxon* menunjukkan terdapat perbedaan bermakna sebelum dan setelah diberikan promosi tentang *pit fissure sealant* dengan media *dart game* dengan nilai $p < 0,05$. Hasil uji *Mann Whitney* menunjukkan terdapat perbedaan bermakna antara promosi menggunakan media *dart game* dengan media *power point* terhadap pengetahuan tentang *pit fissure sealant* dan minat siswa sekolah dasar didapatkan nilai $p < 0,05$.

Kesimpulan: Promosi tentang *pit fissure sealant* menggunakan media *dart game* berpengaruh untuk meningkatkan pengetahuan dan minat siswa sekolah dasar.

Kata Kunci: Promosi, *Pit Fissure Sealant*, *Dart Game*, Pengetahuan, Minat

THE EFFECT OF PROMOTION ABOUT PIT FISSURE SEALANT USING DART GAME MEDIA ON KNOWLEDGE AND INTEREST OF ELEMENTARY SCHOOL STUDENTS

Miftah Imti Sholikhah*, Wiworo Haryani, Dwi Suyatmi
Jurusan Kesehatan Gigi Poltekkes Kemenkes Yogyakarta
Jl. Kyai Mojo No. 56 Pingit Yogyakarta
Email : miftah.imti@gmail.com

ABSTRACT

Background: According to the Riskesdas 2018, the prevalence of caries in the 5-9 year age group is 92.6%. The results of a preliminary study at SD Muhammadiyah Senggotan in class IV students found that 80% did not know caries could be prevented. Pit fissure sealant is one of the preventive measures to prevent caries in permanent teeth. Games were one of the more interesting methods of health promotion. Dart game media requires students to be active so that the material is absorbed and meaningful in their brain memory.

Research purpose: To determine the effect of promotion about pit fissure sealant using dart game media on the knowledge and interest of elementary school students.

Research method: The design of this research was quasi-experimental with a Pretest – Posttest with Control Group design. Sampling using total sampling with a total sample of 70 respondents divided into experimental group and control group. The research was conducted in February 2023. The research location was in SD Muhammadiyah Senggotan. Data analysis used Wilcoxon Test and Mann Whitney Test.

Research result: The result of Wilcoxon Test showed that there was a significant difference before and after given promotion with dart game media with a value of $p < 0,05$. The result of Mann Whitney Test showed that there was a significant difference between promotion using dart game media and power point media on knowledge about fissure sealant and interest of elementary school students with a value of $p < 0,05$.

Conclusion: Promotion about pit fissure sealant using dart game media has effect to increase knowledge and interest of elementary school students.

Kata Kunci: Promotion, *Pit Fissure Sealant*, *Dart Game*, Knowledge, Interest