

THE EFFECT OF EDUCATIONAL GAME TO THE PRAOPERATION OF ANXIETY IN CHILDREN AGE IN PKU MUHAMMADIYAH GAMPING

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ABSTRACT

Background: The most common surgery problems is anxiety. Anxiety before surgery will disturb the operation process. Children are more prone to experience surgery anxiety because lack of knowledge about surgery, children are not able to control themselves and lack of appropriate explanation for children. Educational game tools can be an appropriate educational method for children because APE can create exciting play situations for children and can be a learning medium for children.

Research Objectives: To find out the effect of educational game tools (APE) on preoperative anxiety in school-age children at PKU Muhammadiyah Gamping Hospital.

Research Methods: The type of study was quasy experimental study with pre-post-test with control group design. The sampling technique was consecutive sampling with 34 patients.

Results: pre test anxiety in intervention group was dominated by medium anxiety as many as 9 people (52.9%), severe anxiety were 6 people (35.3%), and mild anxiety were 2 people (11.8%). The post-test results showed a decrease in anxiety, namely mild anxiety by 10 people (58.8%) and moderate anxiety by 7 people (41.2%). The Man Whitney test was obtained a significance value of $p = 0,000$ ($p < 0.05$) which means that there was an influence of providing educational game to preoperative anxiety in school-age children at PKU Muhammadiyah Gamping Hospital.

Conclusion: Educational game tool has effected preoperative anxiety in school-age children at PKU Muhammadiyah Gamping Hospital.

Keywords: Educational game tools, anxiety, school-age children, preoperative

**PENGARUH ALAT PERMAINAN EDUKATIF TERHADAP
KECEMASAN PRAOPERASI PADA ANAK USIA SEKOLAH DI RS PKU
MUHAMMADIYAH GAMPING**

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ABSTRAK

Latar Belakang: Kecemasan merupakan salah satu masalah operasi yang paling umum. Kecemasan yang timbul menjelang operasi akan mengganggu jalannya proses operasi. Anak lebih rentan mengalami kecemasan terhadap pembedahan dikarenakan kurangnya pengetahuan anak terhadap pembedahan, anak belum dapat mengontrol diri dan kurangnya penjelasan yang sesuai terhadap anak. Alat Permainan Edukatif (APE) dapat menjadi metode edukasi yang sesuai bagi anak karena APE dapat menciptakan situasi bermain yang mengasyikkan bagi anak dan dapat menjadi media pembelajaran bagi anak.

Tujuan Penlitian: mengetahui pengaruh alat permainan edukatif (APE) terhadap kecemasan praoperasi pada anak usia sekolah di RS PKU Muhammadiyah Gamping.

Metode Penelitian: penelitian ini adalah penelitian *quasy eksperimen* dengan *pre test-post test with control group design*. Teknik pengambilan sampel dengan *consecutive sampling* sebanyak 34 pasien.

Hasil penelitian: kecemasan *pre test* pada kelompok intervensi cemas sedang 9 orang (52.9%), kecemasan berat 6 orang (35.3%), kecemasan ringan 2 orang (11,8%). Hasil *post test* menunjukkan penurunan kecemasan, yaitu kecemasan ringan 10 orang (58.8%) dan kecemasan sedang sebanyak 7 orang (41.2%). Uji *Man Whitney* dieroleh nilai signifikansi $p=0,000$ ($p<0.05$) artinya ada pengaruh pemberian alat permainan edukatif terhadap kecemasan praoperasi pada anak usia sekolah di RS PKU Muhammadiyah Gamping.

Kesimpulan: ada pengaruh alat permainan edukatif terhadap kecemasan praoperasi pada anak usia sekolah di RS PKU Muhammadiyah Gamping.

Kata kunci: Alat permainan edukatif, kecemasan, anak usia sekolah, praoperasi