

PENGARUH *GAMES GUESS WORD* TERHADAP PENINGKATAN  
PENGETAHUAN IBU RUMAH TANGGA TENTANG PEMBERANTASAN  
SARANG NYAMUK DI DUSUN SERUT TAHUN 2021

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**INTISARI**

**Latar Belakang :** Demam Berdarah Dengue (DBD) masih menjadi masalah di Kabupaten Bantul. Cara pengendalian penyakit DBD dapat dilakukan dengan PSN 3M Plus. Cara penyampaian PSN 3M Plus kepada masyarakat diantaranya melalui *Games Guess Word*, yang menstimulus responden, sehingga mempermudah responden dalam meningkatkan pengetahuan pemberantasan sarang nyamuk (PSN).

**Tujuan Penelitian :** Diketuainya pengaruh *Games Guess Word* terhadap pengetahuan responden tentang pemberantasan sarang nyamuk di Dusun Serut.

**Metode Penelitian :** Penelitian ini adalah *pre experiment* dengan *one grup pre test post test design*. Pengambilan sample menggunakan teknik *purposive sampling*. Pengambilan nilai pengetahuan PSN sebelum perlakuan *Guess Word* dilakukan pada 05 Mei 2021, dan setelah perlakuan pada 12 Mei 2021. Subyek penelitian ini adalah ibu rumah tangga berusia 26-45 tahun berpendidikan minimal SMP yang di rumahnya terdapat tampungan air positif jentik. Data dianalisis untuk uji beda nilai sebelum dan sesudah perlakuan menggunakan uji Wilcoxon karena data tidak terdistribusi dengan normal.

**Hasil Penelitian :** Rata-rata nilai pengetahuan hasil pengambilan nilai sebelum perlakuan *Games Guess Word* sebesar 18,68. Rata-rata nilai pengetahuan hasil setelah perlakuan 20,76. Nilai pengetahuan setelah perlakuan menunjukkan lebih tinggi dari sebelum perlakuan. Hasil uji beda nilai *pre test dan post test* setelah perlakuan *Games* dengan *Guess Word*  $p < 0,005$ . *Games Guess Word* memberikan pengaruh terhadap peningkatan pengetahuan responden setelah perlakuan.

**Kesimpulan :** Ada pengaruh *Games Guess Word* dalam meningkatkan pengetahuan responden terhadap pemberantasan sarang nyamuk di Dusun Serut.

**Kata kunci :** *Guess Word, Games, Pemberantasan Sarang Nyamuk*

THE EFFECT OF GUESS WORD GAMES ON INCREASING  
HOUSEWIVES KNOWLEDGE OF MOSQUITO NEST ERADICATION IN  
SERUT 2021

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**ABSTRACT**

Background :Dengue Fever (DBD) is still a problem in Bantul. Controlling DHF disease can be done with MNE 3M Plus. The method of delivering MNE 3M Plus to the community, among others, is through Games Guess Word, which stimulates the respondents vocabulary, thus making it easier for respondents to improve their knowledge of mosquito nest eradication (MNE).

Research Objectives: Knowing the influence of Guess Word Games on respondents knowledge about eradicating mosquito nests in Serut.

Research Method: This research is a pre-experiment with one group pre-test post-test design. Sampling using purposive sampling technique. The taking of MNE knowledge values before the Guess Word treatment was carried out on May 5, 2021, and taking after the treatment on May 12, 2021. The subjects of this study were housewives aged 26-45 years with a minimum education of junior high school whose house contained a larval positive water reservoir. The data were analyzed for different values before and after treatment using the Wilcoxon test because the data were not normally distributed.

Research Result :The average value of knowledge from the results of taking values before the treatment of the Guess Word Games was 18.68. The average value of knowledge results after treatment is 20.76. This shows that after the treatment the knowledge value is higher than before the treatment. The test results are different from the pre-test and post-test scores after the Games with Guess Word are  $p < 0.005$ . Guess Word games have an effect on increasing respondents knowledge after treatment.

Conclusion: There is an effect of Guess Word Games in increasing respondents' knowledge about eradicating mosquito nests in Serut.

Keyword: Guess Word, Games, Mosquito Nest Eradication