

**THE INFLUENCE OF HEALTH EDUCATION USING EDU DBD  
GAME ON KNOWLEDGE AND ATTITUDE  
OF STUDENTS IN SMPN 10 YOGYAKARTA ABOUT  
PREVENTING DENGUE HAEMORRHAGIC FEVER (DHF)**

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**ABSTRACT**

**Background:** Dengue Hemorrhagic Fever (DHF) is caused by dengue virus and transmitted by *Aedes Aegypti* and *Aedes Albopictus* mosquitoes. In 2020 DI Yogyakarta is included in the top three provinces with the highest cases of DHF in Indonesia. Prevention of DHF should be carried out at various levels of society including school children because their age is included in the age group with a high incidence of dengue fever, and school hours coincide with the peak activity of biting mosquitoes that cause DHF. There are many media to convey the message of preventing DHF to students, including through powerpoint game and animated video.

**Objective :** The aim of this research was to identified the influence of health education using Edu DBD Game on knowledge and attitude about preventing DHF in students of SMPN 10 Yogyakarta.

**Methodology :** This research is quasi experimental with non-equivalent control group design that had been held in March to April 2022. The research subjects were 267 students consisting of grades VII and VIII. Hypothesis testing was analyzed using *Wilcoxon* and *Mann Whitney*.

**Results :** There was a difference in knowledge between the pretest and posttest both on Edu DBD Game media ( $p = 0.000$ ) and video animation ( $p = 0.001$ ). There was a difference in attitude between the pretest and posttest both on Edu DBD Game media ( $p = 0.003$ ) and video animation ( $p = 0.003$ ). There was no increase in knowledge in Edu DBD Game and video animation group. There was a significant increase in attitudes in Edu DBD Game and video animation group.

**Conclusion :** Edu DBD game could have significant effects to increase the student's attitude about DHF prevention

**Keywords :** Powerpoint game, video animation, knowledge, attitude, prevention of dengue fever

**PENGARUH PENDIDIKAN KESEHATAN MELALUI  
EDU DBD GAME TERHADAP PENGETAHUAN DAN SIKAP  
SISWA SMPN 10 YOGYAKARTA TENTANG PENCEGAHAN  
DEMAM BERDARAH DENGUE (DBD)**

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**ABSTRAK**

**Latar belakang :** Demam Berdarah Dengue (DBD) disebabkan virus dengue dan ditularkan nyamuk *Aedes Aegypti* dan *Aedes Albopictus*. Pada 2020 DI Yogyakarta termasuk tiga besar provinsi dengan kasus tertinggi DBD di Indonesia. Pencegahan DBD sebaiknya dilakukan di berbagai lapisan masyarakat termasuk anak sekolah karena usia mereka termasuk kelompok umur dengan insiden tinggi terserang DBD, dan jam sekolah bertepatan dengan puncak aktivitas menggigit nyamuk penyebab DBD. Ada banyak media untuk menyampaikan pesan pencegahan DBD kepada siswa sekolah, diantaranya melalui powerpoint game dan video animasi.

**Tujuan :** Diketuainya pengaruh pendidikan kesehatan melalui Edu DBD Game terhadap pengetahuan dan sikap tentang pencegahan DBD pada siswa SMPN 10 Yogyakarta.

**Metode penelitian :** Penelitian ini adalah *quasy experimental* dengan desain *non-equivalent control grup*. Penelitian dilaksanakan Maret-April 2022. Subjek penelitian adalah 267 siswa terdiri dari kelas VII dan VIII. Uji hipotesis dianalisis menggunakan *Wilcoxon* dan *Mann Whitney*.

**Hasil penelitian :** Ada perbedaan pengetahuan antara *pretest* dan *posttest* baik pada media Edu DBD Game ( $p = 0,000$ ) dan video animasi ( $p = 0,001$ ). Ada perbedaan sikap antara *pretest* dan *posttest* baik pada media Edu DBD Game ( $p = 0,003$ ) dan video animasi ( $p = 0,003$ ). Tidak ada selisih peningkatan pengetahuan pada kelompok Edu DBD Game dan video animasi. Ada selisih yang bermakna peningkatan sikap pada kelompok Edu DBD Game dan video animasi.

**Kesimpulan :** Edu DBD Game dapat memberikan pengaruh yang signifikan terhadap peningkatan sikap siswa tentang pencegahan DBD

**Kata kunci :** Powerpoint game, video animasi, pengetahuan, sikap, pencegahan DBD