

THE INFLUENCE OF BOARD GAME PROMOTION MEDIA ON KNOWLEDGE ABOUT DENTAL CARIES AND INTEREST IN DENTAL FILLINGS IN CHILDREN

Nadya Kurnia Nabila¹, Sutrisno², Diani Sulistiawati³

¹²³Department of Dental Health, Yogyakarta Ministry of Health Polytechnic
Kyai Mojo Street, Pingit, Special Region of Yogyakarta
email : nadyakurnianabila@gmail.com

ABSTRACT

Background: Based on RISKESDAS 2018, the prevalence of dental caries in the Special Region of Yogyakarta was 47.65%, particularly in Kulon Progo Regency, reaching 51.99%, with the 10–12 age group at 28.13%. A preliminary study showed that 70% of students lacked knowledge about dental caries and 60% were not interested in dental fillings because they had never received promotion about either.

Objective: To determine the effect of promotion using board games on children's knowledge of dental caries and interest in dental fillings.

Methods: An experimental study with a non-equivalent control group design. The sample consisted of 64 elementary school children aged 10–12 years using total sampling. The research variables included board game promotion media, knowledge of dental caries, and interest in dental fillings. Data were collected through pre-test and post-test questionnaires and analyzed using the Wilcoxon Signed Rank and Mann Whitney U tests.

Results: Knowledge before promotion was mostly below average (62.5%) and increased to good (90.6%) after promotion. The average pre-test score was 9.44 and the post-test score was 17.88, with a difference of 8.44. Interest in dental fillings was initially at a moderate level (62.5%) and increased to a high level (93.8%) after the promotion, with an average pre-test score of 5.03 and a post-test score of 9.09, a difference of 4.06. The Wilcoxon test showed $p = 0.000$ ($p < 0.05$), indicating a significant effect before and after the promotion.

Conclusion: Promotion using board games increases children's knowledge of dental caries and interest in dental fillings.

Keywords: Caries, dental fillings, promotion, board games, knowledge, interest

PENGARUH MEDIA PROMOSI *BOARD GAME* TERHADAP PENGETAHUAN KARIES GIGI DAN MINAT PENAMBALAN GIGI PADA ANAK

Nadya Kurnia Nabila¹, Sutrisno², Diani Sulistiawati³
¹²³Jurusan Kesehatan Gigi Poltekkes Kemenkes Yogyakarta
Jl. Kyai Mojo No. 56 Pingit, Yogyakarta
email : nadyakurnianabila@gmail.com

ABSTRAK

Latar Belakang: Berdasarkan RISKESDAS 2018, prevalensi karies gigi di Daerah Istimewa Yogyakarta sebesar 47,65%, khususnya di Kabupaten Kulon Progo mencapai 51,99%, dengan kelompok usia 10 – 12 tahun sebesar 28,13%. Studi pendahuluan menunjukkan 70% siswa kurang mengetahui karies gigi dan 60% kurang berminat melakukan penambalan gigi karena belum pernah mendapat promosi mengenai keduanya.

Tujuan: Diketuinya pengaruh promosi menggunakan media *board game* terhadap pengetahuan karies gigi dan minat penambalan gigi pada anak.

Metode: Penelitian eksperimental dengan rancangan *non equivalent control group*. Sampel berjumlah 64 anak sekolah dasar usia 10 – 12 tahun menggunakan *total sampling*. Variabel penelitian meliputi media promosi *board game*, pengetahuan karies gigi, dan minat penambalan gigi. Data dikumpulkan melalui kuesioner *pre-test* dan *post-test*, kemudian dianalisis menggunakan uji *Wilcoxon Signed Rank* dan *Mann Whitney U*.

Hasil: Pengetahuan sebelum promosi mayoritas pada kriteria kurang (62,5%) meningkat menjadi baik (90,6%) setelah promosi. Nilai rata-rata *pre-test* 9,44 dan *post-test* 17,88 dengan selisih 8,44. Minat penambalan gigi awalnya pada kriteria sedang (62,5%) meningkat menjadi tinggi (93,8%) setelah promosi, dengan rata-rata *pre-test* 5,03 dan *post-test* 9,09, selisih 4,06. Uji *Wilcoxon* menunjukkan $p = 0,000$ ($p < 0,05$), terdapat pengaruh signifikan sebelum dan sesudah promosi.

Kesimpulan: Promosi menggunakan media *board game* meningkatkan pengetahuan karies gigi dan minat penambalan gigi pada anak.

Kata kunci : Karies, penambalan gigi, promosi, *board game*, pengetahuan, minat