

**THE EFFECT OF EDUCATION USING THE BOARD GAME
SLIPK (SMART LUNG CANCER INFORMATION AND
PREVENTION KNOWLEDGE) ON THE LEVEL OF
KNOWLEDGE OF LUNG CANCER DUE TO SMOKING AMONG
STUDENTS AT SMPN 3 SENTOLO**

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ABSTRACT

Background: Lung cancer is one of the leading causes of death worldwide and in Indonesia, with smoking as the main risk factor. The increasing prevalence of smoking behavior among adolescents, combined with low knowledge regarding the dangers of smoking, indicates a need for innovative and effective health education. Game-based educational media, such as the SLIPK board game, can serve as an interactive learning alternative to enhance adolescent knowledge.

Objective: This study aimed to determine the effect of education using the SLIPK board game on the level of knowledge regarding lung cancer caused by smoking among adolescents at SMPN 3 Sentolo.

Method: This study utilized a pre-experimental design with a one-group pretest-posttest approach. The sampling technique used was total sampling, involving all 172 students of grade VIII at SMPN 3 Sentolo. Data collection was conducted using a questionnaire on knowledge levels before and after the intervention. Data analysis was performed using Wilcoxon Signed Rank Test statistical tests to examine the differences between pretest and posttest scores.

Result: Respondents knowledge before intervention in the poor category was 136 students (79.1%). Knowledge after intervention in the good category was 141 students (82.0%). Research results showed a significant increase in knowledge after education using the SLIPK board game. The Wilcoxon test obtained a p-value of 0.000. SLIPK media is effective in increasing adolescent knowledge regarding the risks of lung cancer caused by smoking.

Conclusion: Education through the SLIPK board game is proven effective in increasing adolescent knowledge regarding lung cancer due to smoking.

Keywords: board game, SLIPK, lung cancer, smoking, knowledge, adolescent

PENGARUH EDUKASI DENGAN MEDIA *BOARD GAME* SLIPK (*SMART LUNG CANCER INFORMATION AND PREVENTION KNOWLEDGE*) TERHADAP TINGKAT PENGETAHUAN KANKER PARU AKIBAT MEROKOK PADA REMAJA SMPN 3 SENTOLO

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ABSTRAK

Latar Belakang: Kanker paru merupakan salah satu penyebab kematian tertinggi di dunia dan di Indonesia, dengan merokok sebagai faktor risiko utama. Peningkatan perilaku merokok pada remaja serta rendahnya pengetahuan tentang bahaya rokok menunjukkan perlunya edukasi kesehatan yang inovatif dan efektif. Media edukasi berbasis permainan seperti *board game* SLIPK dapat menjadi alternatif pembelajaran interaktif untuk meningkatkan pengetahuan remaja.

Tujuan: Penelitian ini bertujuan untuk mengetahui pengaruh edukasi menggunakan media *board game* SLIPK terhadap tingkat pengetahuan kanker paru akibat merokok pada remaja di SMPN 3 Sentolo.

Metode: Penelitian ini menggunakan desain pre-eksperimental dengan rancangan *one group pretest-posttest*. Teknik sampling yang digunakan adalah total sampling pada seluruh siswa kelas VIII SMPN 3 Sentolo berjumlah 172 responden. Pengumpulan data dilakukan menggunakan kuesioner tingkat pengetahuan sebelum dan sesudah intervensi. Analisis data menggunakan uji *Wilcoxon Signed Rank Test* untuk melihat perbedaan nilai *pretest* dan *posttest*.

Hasil: Hasil penelitian membuktikan adanya kenaikan tingkat pengetahuan responden. Pengetahuan responden sebelum intervensi kategori kurang 136 orang (79,1%). Pengetahuan sesudah intervensi kategori baik 141 orang (82,0%). Hasil penelitian menunjukkan peningkatan pengetahuan signifikan setelah diberikan edukasi menggunakan media *board game* SLIPK. Uji *Wilcoxon Signed Rank Test* memperoleh p-value 0,000. Media SLIPK efektif meningkatkan pengetahuan remaja mengenai kanker paru akibat merokok.

Kesimpulan: Edukasi melalui *board game* SLIPK terbukti efektif dalam meningkatkan pengetahuan remaja mengenai kanker paru akibat merokok.

Kata Kunci: *board game*, SLIPK, kanker paru, merokok, pengetahuan, remaja