



THE EFFECT OF ANIMATED VIDEO MEDIA ON PREVENTION OF DENGUE HEMORRHAGIC FEVER (DHF) ON STUDENTS' KNOWLEDGE AND ATTITUDES AT SDN 002 SUNGAI PINANG

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Abstract

In elementary school children, the selection of unqualified snacks is a problem that is a major concern in society. The animated video is made with a fun, simple storyline so that it can attract children's attention and the message conveyed can be maximized. Video animation is expected to change the mindset of children in preventing dengue hemorrhagic fever. This study aims to analyze the effect of animated video media on the prevention of dengue hemorrhagic fever on increasing knowledge, and attitudes of students of SDN 002 Sungai Pinang. This study used the Quasy experimental design research method with Time Series design. The population in the study was 5th grade students with amount of 45 people and used total sampling technique in sampling. There was an increase in the average knowledge score from 57.85 to 94.59. The average attitude score also increased from 60.52 to 93.11. Likewise with the average score of behavior, which increased from 62.22 to 94.17. Statistically, the results of the Wilcoxon test on the knowledge variable was $p=0.000 < \alpha 0.05$, and attitude $p=0.000 < \alpha 0.05$. There is an influence of animated video media on increasing knowledge, and attitude in students of SDN 002 Sungai Pinang.

Keywords: Animation, Attitude, Dengue

INTRODUCTION

Dengue Hemorrhagic Fever (DHF) is an infectious disease caused by the Dengue virus and transmitted by mosquito vectors of the *Aedes aegypti* or *Aedes albopictus* species[1]. Based on data from the East Kalimantan Health Service, there were 5,841 cases with 39 deaths throughout 2022. This case has increased compared to the previous year. Where DHF cases in Samarinda in 2021, there were 2,898 cases with 22 deaths [2]. Based on data from the Central Statistics Agency of Samarinda City in 2021, Dengue Fever is ranked 2nd in the 10 most common diseases in East Kalimantan. In the data, there were 3,595 cases of DHF sufferers in Samarinda City [3]. The general objective of this study is to determine the effect of animated video media on the behavior of preventing dengue fever (DBD) on knowledge and attitudes of students at SDN 002 Sungai Pinang Samarinda.

RESEARCH METHODS

This study uses a quantitative research approach. The type of research used in this study is the Quasy experimental design research method with a Time Series design to determine the effect of using Animation Video media on increasing knowledge and attitudes of grade V students of SDN 002 Sungai Pinang about dengue fever.

Method of collecting data

Data collection in this study will be carried out by the researcher and one field assistant. The researcher previously carried out an activity to align perceptions with the field assistant regarding the technical implementation of the research, especially in measuring research data. Data collection began with communication with the schools as facilitators. The researcher then continued communication with students as respondents about the purpose of the research and the technical aspects of the research. The researcher then provided an informed consent

sheet to the respondents as a sign of agreement to participate in this research. The collection of research data was then carried out by filling out a questionnaire by the respondents, twice, namely during the pretest and posttest. The filling out of the questionnaire and posttest was carried out on different days with a time span of two weeks after the intervention given by the researcher.

RESULTS

The test used is the Wilcoxon Test. The Wilcoxon test is used to see the effect of the intervention given. In this study, the Wilcoxon test is used to compare and see the differences between pretest and post-test data. The criteria for the occurrence of influence are if the value of $p < \alpha 0.05$, while if the value of $p > \alpha 0.05$ then there is no effect after the intervention is given.

Table 1 Average Score of Pre and Post Test Knowledge

Knowledge	Pretest1		Posttest1		p-value	Information
	f	%	f	%		
Good	4	8,9	43	95,6	0,000	There is a difference
Moderate	23	51,1	2	4,4		
Low	18	40,0	0	0		
Total	45	100	45	100		

Knowledge	Pretest1		Posttest1		p-value	Information
	f	%	f	%		
Good	4	8,9	45	95,6	0,000	There is a difference
Moderate	22	48,9	0	4,4		
Low	19	42,2	0	0		
Total	45	100	45	100		
Average		57,85		94,59		
Total difference				36,74		

Reference: Primary data 2024

The average value of respondents during pre-test 1 and 2 was 57.85 while during post-test 1 and 2 the average value of respondents was 94.59. This shows that the average value after treatment is greater than the average value before treatment with an average difference of 36.74. So it can be concluded that giving treatment using animated videos has an effect on increasing knowledge about preventing dengue fever. The results of the Wilcoxon test on the attitude variable are to determine the difference between pre-test data and post-test data. The results of the Wilcoxon test on the attitude variable are as follows:

Table 2 Average Value of Pre and Post Test Attitude

Attitude	Pretest1		Posttest1		p-value	Information
	f	%	f	%		
Good	8	17,8	42	95,6	0,000	There is a difference
Moderate	16	35,6	3	4,4		
Low	22	46,7	0	0		
Total	45	100	45	100		

Attitude	Pretest1		Posttest1		p-value	Information
	f	%	f	%		
Good	8	17,8	45	95,6	0,000	There is a difference
Moderate	16	35,6	0	4,4		
Low	22	46,7	0	0		
Total	45	100	45	100		
Average		60,52		93,11		
Total difference				32,59		

Reference: Primary data 2024

Based on table 4.5, the average value of pre-test 1 and 2 is 60.52 while the average value of post-test 1 and 2 is 93.11. This shows that the average value after treatment is greater than the average value before treatment with an average difference of 32.59. So it can be concluded that providing treatment using animated videos has an effect on increasing respondents' attitudes in preventing dengue fever.

DISCUSSION

The results of this study indicate that there was an increase in knowledge before and after being given treatment with Animation Video. This is evidenced by the results of the Wilcoxon test which shows a p value (0.00) $< \alpha$ (0.05) which means that there is an influence of Animation Video on increasing respondents' knowledge. In addition, the increase in knowledge is also evidenced by the increase in the average value of pre-test 1 and 2 with the average value of post-test 1 and 2, where the average value of pre-test 1 and 2 is 57.85 and the average value of post-test 1 and 2 is 94.59. These results indicate that Animation Video media has an effect on increasing knowledge with an average difference of 36.59.

This is in line with According to Bloom in Darsini (2019) Knowledge is the result of knowing, and this happens after people sense a particular object. Most human knowledge is obtained through the senses of sight and hearing or through the eyes and ears. To stimulate respondents' cognitive abilities through the senses of sight and hearing, the appropriate learning media to use is audiovisual media, one of which is animated video media [4].

This is also in line with research conducted by Hazanah and Chifdillah (2022). which states that the average score of respondents' knowledge

increased by 8.00 at posttest-1 (p -value = 0.018) and reached 3.00 at posttest2 (p -value = 0.000). This states that statistically there is a difference in the average score of respondents' knowledge about COVID19 between before and after being given intervention in the audiovisual media group. The difference is influenced by the research intervention through health education with audiovisual media [5].

In this study, the results of the study showed that there was an increase in attitudes before and after being given treatment with Animation Video. This is evidenced by the results of the Wilcoxon test which shows a p value ($0.00 < \alpha$ (0.05) which means that there is an influence of Animation Video on improving respondents' attitudes.

In addition, the increase in attitude is also proven by the increase in the average value of pre-test 1 and 2 with the average value of post-test 1 and 2, where the average value of pre-test 1 and 2 is 60.52 and 93.11 is the average value of post-test 1 and 3. These results indicate that the Animation Video media has an effect on increasing respondents' attitudes with an average difference of 32.59.

The results of this study are in line with research conducted by Novelia, Ramlan and Nurlinda (2022). also explained that there was an influence of giving animation on attitudes in children of SDN 20 Pare-Pare. This is evidenced by the average attitude score before giving animation media was 17.73 ± 1.28 , and after giving animation media was 28.53 ± 2.13 . The results of the study showed an influence of giving animation on attitudes ($p = 0.000$).

According to Jean Piaget (1980) in Khaulani, et.al (2020) children aged 10-11 years need concrete materials or objects that can stimulate their cognitive. One implication for the world of education is that if teachers use media, the most important thing they must consider is audio-visual media such as animated videos [6].

CONCLUSION

Based on the results of the research, analysis, and discussion that have been done, it can be drawn several

conclusions that there is an influence of the use of animated video media about the prevention of dengue fever on increasing respondent knowledge. In addition, there is an influence of the use of animated video media about the prevention of dengue fever on increasing respondent attitudes.

SUGGESTIONS

Students are expected to always pay attention to their surroundings, especially when at school. Students are also expected to maintain and clean the school environment. By conducting this research, it is expected that students can always remember and apply the prevention of dengue fever and 3Mplus and share information related to 3M plus with those around them.

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