

ABSTRAK

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PENGARUH MEDIA EDUTAINMENT BOARD GAME MONOPOLI TERHADAP KEMAMPUAN DETEKSI PERUBAHAN PUBERTAS PADA SISWA SEKOLAH DASAR DI SURABAYA

Kurangnya pemahaman tentang perubahan pubertas dapat menimbulkan kecemasan pada siswa, yang berdampak pada kepercayaan diri..Penelitian ini bertujuan mengetahui pengaruh *edutainment board game* Monopoli terhadap kemampuan deteksi perubahan pubertas pada siswa Sekolah Dasar di Surabaya.

Design penelitian ini menggunakan pra-eksperimental (two group pre-post test) dengan sampel 35 siswa kelompok intervensi dan 35 siswa kelompok kontrol. Variabel independen *edutainment board game* monopoli, variabel dependen kemampuan deteksi perubahan pubertas. Instrumen yang digunakan *board game* monopoli, SOP, Kuisisioner. Data dianalisis dengan uji *Wilcoxon* dan uji *Mann-Whitney*.

Hasil penelitian menunjukkan terdapat pengaruh *edutainment board game* monopoli terhadap kemampuan deteksi perubahan pubertas pada kelompok intervensi, dibuktikan dengan sebelum intervensi sebagian besar (60% atau 21) siswa tidak mampu mendeteksi dan setelah intervensi seluruh (100% atau 35) siswa mampu mendeteksi perubahan pubertas, dengan nilai $p = 0,000$ ($p < 0,05$). Sementara itu, pada kelompok kontrol tidak terdapat pengaruh *edutainment board game* monopoli, dibuktikan dengan sebelum intervensi sebagian besar (46% atau 16) siswa tidak mampu mendeteksi dan setelah intervensi (43% atau 15) siswa kurang mampu mendeteksi perubahan pubertas, dengan nilai $p = 0,213$ ($p > 0,05$). Berdasarkan hasil uji *Mann-Whitney*, terdapat perbedaan pengaruh kemampuan deteksi perubahan pubertas antara kelompok intervensi dan kelompok kontrol setelah perlakuan, dengan nilai $p = 0,000$ ($p < 0,05$), dengan mean rank 53,00 pada kelompok intervensi dan 18,00 pada kelompok kontrol yang menunjukkan bahwa peningkatan kemampuan deteksi pada kelompok intervensi lebih tinggi dibandingkan kelompok kontrol.

Media *edutainment board game* Monopoli efektif dalam meningkatkan kemampuan deteksi perubahan pubertas pada siswa karena melibatkan interaksi aktif, pemecahan masalah, dan stimulasi.

Kata kunci : *Edutainment board game*, Pubertas, Siswa

ABSTRACT

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*THE INFLUENCE OF MONOPOLY BOARD GAME EDUTAINMENT
MEDIA ON THE ABILITY TO DETECT PUBERTY CHANGES
IN ELEMENTARY SCHOOL STUDENTS IN SURABAYA*

Lack of understanding about pubertal changes can cause anxiety in students, which may affect their self-confidence. This study aimed to determine the effect of the Monopoly edutainment board game on the ability to detect pubertal changes among elementary school students in Surabaya.

This study used a pre-experimental design (two-group pre-post test) with a sample of 35 students in the intervention group and 35 students in the control group. The independent variable was the Monopoly edutainment board game, while the dependent variable was the ability to detect pubertal changes. The instruments used included the Monopoly board game, standard operating procedures (SOP), and a questionnaire. Data were analyzed using the Wilcoxon test and the Mann-Whitney test

The results of the study showed that the edutainment board game Monopoly had an effect on the ability to detect pubertal changes in the intervention group. This was evidenced by the fact that before the intervention, the majority (60% or 21 students) were unable to detect changes, and after the intervention, all (100% or 35 students) were able to detect pubertal changes, with a p -value of 0.000 ($p < 0.05$). Meanwhile, in the control group, the Monopoly edutainment board game had no effect, as evidenced by the fact that before the intervention, the majority (46% or 16 students) were unable to detect changes, and after the intervention, 43% (15 students) were still less able to detect pubertal changes, with a p -value of 0.213 ($p > 0.05$). Based on the Mann-Whitney test, there was a difference in the effect on the ability to detect pubertal changes between the intervention and control groups after the treatment, with a p -value of 0.000 ($p < 0.05$), indicating that the increase in detection ability in the intervention group was higher than in the control group.

The Monopoly board game edutainment media is effective in enhancing the ability to detect puberty changes in students as it involves active interaction, problem-solving, and stimulation.

Keywords:Edutainment board game, Puberty, Students