

The Influence of Role Playing on Knowledge of the Dangers of Using Gadgets (Smarphone) in Children in SDN 5 Kota Bengkulu

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Abstract

The stage of introducing knowledge about the dangers of gadgets to school children is still too early. The use of gadgets can significantly affect students' social development. This is due to long duration of gadget use every day. This study aims to explore the impact of role-playing on knowledge of the dangers of gadget use (Smarphone) in children at SDN 5 Bengkulu City. This research is a quantitative research with pre-experiment method. This research design used one group pre-test and post-test. This study involved 46 students from class V at SD Negeri 5 Bengkulu City, with a population of 729 student. The instrument in this study used a questionnaire. Data analysis with wilcoxon signed rank test. The result showed that the average score of respondents' knowledge before the intervention (67.59) was classified as sufficient. After being given education using a role-playing script, the level of knowledge increased to good with a value of (83.39), and the P-value was (0.000). on signed rank test. This study is expected to an alternative health media option for health promoters in providing information about the risks of using gadgets (Smarphone) to improve student knowledge.

Keywords

Role Playing, Knowledge, Dangers of Using Gadgets (Smarphone)