APPLICATION OF REPRODUCTIVE HEALTH MONOPOLY GAME MEDIA TO INCREASE KNOWLEDGE ABOUT THE KRR TRIAD (SEXUALITY, HIV/AIDS AND DRUGS)

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ABSTRACT

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Background: Adolescents are vulnerable to reproductive health problems. The problem of HIV/AIDS and Narcotics, Psychotropic, and Addictive Substance Abuse (NAPZA) in adolescents has not been properly resolved, even though the government has made both formal and informal efforts. Adolescents aged 10-17 years are eligible to receive early reproductive health education using suitable media. "Reproductive Health Monopoly Game About three risks faced by Adolescents (TRIAD KRR)" is designed for adolescents to increase their reproductive health knowledge. Monopoly games provide opportunities to play monopoly games that continuously educate the player to try, imitate, and apply it. Objective: This study aims to determine the effect of the Monopoly Game on Reproductive Health knowledge about the TRIAD KRR in adolescents; Method: This qualitative descriptive study used a case study design. Data were obtained from questionnaire scores. This study involved 5 adolescents aged 16-18 years as respondents. The instruments used were pre-test and post-test questionnaires;

Results: The use of the Reproductive Health Monopoly Game about the TRIAD KRR managed to increase adolescents knowledge about the TRIAD KRR with the good category; **Conclusion**: Monopoly game media can help increase adolescents' knowledge about reproductive health, particularly the TRIAD KRR

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1. Introduction

Reproductive health is defined as ideal physical, mental and social health, and not just defects or disease in all aspects related to the reproductive system. According to WHO, the meaning of reproductive health is not only the absence of defects or disease in all aspects related to the reproductive system, its functions and procedures, but also a person's physical, mental and social condition. Or a situation where people can enjoy sex life and carry out reproductive functions and processes in a safe and healthy way [1]. Adolescent sexual behavior is influenced by a lack of information about reproductive health. According to the World Health Organization (WHO), the incidence of adolescent sexual activity reached 21% in 2020, which is equivalent to one fifth of the adolescent population and male adolescents are more likely to be involved in sexual activity compared to female adolescents with a percentage of 24%. Cases of out-of-wedlock pregnancies

and abortions among young women under the age of 20 reach 5.7% in Indonesia, the percentage of teenagers who have premarital sex reaches 15-20% of all teenagers and there are 15 million young women who give birth every year.

The aim of the National Family Planning Program (KBN) is to build quality human resources from an early age in order to build quality families, expanded in the form of the Adolescent Reproductive Health Program (KRR). Establishment of a Youth/Student Information and Counseling Center (PIK Kepemudaan/Student) which functions as a forum for program activities with one of the programs run by the National Population and Family Planning Agency (BKKBN) to address problems among teenagers. Preparation for Teen Family Life (PKBR) is a forum for information and counseling about population and family planning organized by and for teenagers.

Teenagers should be matured into the Planning Generation (Genre), which is defined as a generation that can postpone marriage until they are mature, have morals, and avoid the dangers of the TRIAD KRR (three risks: Sexuality, HIV/AIDS, and Drugs). There are several approaches to increasing adolescent awareness of KRR, one of which is health education. The game method will reduce boredom in teenagers, the game method is considered heavier because it covers the item as a whole and is active rather than repetitive and focuses on t-shirt study. The monopoly game is one technique that can be used because it is very suitable for teenagers who have a high sense of curiosity and like challenges. This game has challenges, is interactive and interesting and makes you curious.

2. Materials and Method

The method used is descriptive with a case study design. In this case study there were 5 female teenage respondents aged 16-18 years who met the inclusion criteria. Data collection was collected using pre-test and post-test. The implementation was carried out at PMB Yustin Tresnowati for 5 days from 14 April 2023 to 17 April 2023.

3. Results and Discussion

3.1. Results

Table 1. Respondent Characteristics

Respondent Characteristic	Frequency (n)	Percentage (%)
Age		
16 year	1	20
17 year	3	60
18 year	1	20
Gender		
Woman	5	100
Man	-	0
Religion		
Islam	5	100
Kristen	-	0
Hindu	-	0
Budha	-	0
Education		
SMA	5	100
SMK	-	0

Based on the table above, there is 1 respondent who is 16 years old, 3 respondents who are 17 years old and 1 respondent who is 18 years old. 5 respondents are female, Muslim and have a high school education.

Table 2. Frequency of Responents Based on Level of Knowledge Before (Pre-Test) Being Given Health Education

Knowledge Score	Frequency (n)	Percentage (%)	Category
76 - 100	2	40	Good
56 - 75	3	60	Enough
< 56	0	0	Not Enough
Total	5	100	

Based on the table of 5 respondents before being given health education, there were 2 respondents who had a good level of knowledge with a knowledge score of 76-100 with a percentage (40%) and 3 respondents who obtained a knowledge score of 56-75 with a percentage (60%) with good knowledge, enough before getting Triad KRR reproductive health education.

Table 3. Frequency of Respondents Based on Level of Knowledge After (Post-Test) Being Given Health Education

Knowledge Score	Frequency (n)	Percentage (%)	Category
76 - 100	5	100	Good
56 - 75	0	0	Enough
< 56	0	0	Not Enough
Total	5	100	

Based on the table above, 5 respondents indicate that the level of reproductive health knowledge of Triad KRR after being given reproductive health education of Triad KRR using the monopoly game method is in the good category with a knowledge score of 76-100 with a percentage of 100%.

Table 4. Level of Knowledge Before and After Being Given Health Education

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Pre Test	n	%	Post Test	n	%
Good	2	40	Good	5	100
Enough	3	60	Enough	-	0
Total	5	100	Jumlah	5	100

Based on the table above, the percentage of knowledge level before and after receiving health education was in the good and sufficient categories for 5 respondents. In the pre-test, 2 respondents were in the good category and 3 respondents were in the fair category. In the posttest. 5 respondents were in the good category.

3.2. Discussion

The application of the reproductive health monopoly game media Triad KRR was given to 5 respondents who had insufficient knowledge about reproductive health. Respondents carried out a pre-test and post-test in the form of a questionnaire by playing the monopoly game for 1 hour and watching videos of health education material in 5 meetings, which aims to increase reproductive health knowledge about the KRR Triad in adolescents. Based on the data, it can be seen that before giving the material the majority of respondents had knowledge in the poor category and after giving the material all respondents had knowledge in the good category. The significant difference in pre-test and post-test scores means that after providing material in the form of videos and playing the monopoly game, respondents can use it as a source of information to increase knowledge about reproductive health.

The material regarding reproductive health of the KRR Triad (Sexuality, HIV/AIDS and Drugs) using monopoly game media is interesting, as research by Edi, M Taufik (2019) entitled "Snake Games as a Media for Adolescent Sexuality Education" showed an increase in knowledge and attitudes. significant between the pre-test and post-test after education was carried out through game media. Monopoly game media that discusses reproductive health about the KRR Triad (Sexuality, HIV/AIDS and Drugs) which is easy, simple and fun. From Nurhayati's research, in 2019 the KRR Triad reproductive health monopoly game was tested by experts and immediately applied to respondents with the answer formulation in the pre-test which was originally only 40%, after being given reproductive health education about the KRR Triad by playing the game and answering the post-test questionnaire, test found that all respondents got the overall results correctly. This

indicates that participating in the reproductive health monopoly game about the KRR Triad can increase knowledge in adolescents.

4. Conclusion

The KRR Triad Reproductive Health Monopoly Game (Sexuality, HIV/AIDS and Drugs) is a game played by 3 or more people with the aim of educating teenagers about reproductive health in a creative, educational and cooperative manner.

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