

INTISARI

Latar Belakang: Prevalensi masalah kesehatan ibu dan anak di Indonesia cukup tinggi, namun beberapa diantaranya dapat dicegah dengan perawatan prakonsepsi. Perawatan kesehatan prakonsepsi dibutuhkan untuk mengurangi risiko kehamilan dan meningkatkan kualitas hasil kehamilan. Pendidikan kesehatan menggunakan media yang efektif dan efisien dibutuhkan untuk meningkatkan perilaku perawatan prakonsepsi yang masih rendah. Aplikasi *Game-based Preconception Health Education* merupakan media pendidikan kesehatan tentang perawatan prakonsepsi.

Tujuan Penelitian: Mengetahui gambaran tingkat kepuasan laki-laki dan perempuan usia subur dengan penggunaan *Game-based Preconception Health Education* di Yogyakarta.

Metode: Penelitian deskriptif observasional dengan pendekatan kuantitatif dan rancangan *cross-sectional*. Responden adalah pasangan usia subur yang telah mendaftarkan pernikahannya di Kantor Urusan Agama (KUA) Kecamatan Bantul dan Piyungan yang berjumlah 74 orang. Pengambilan sampel menggunakan teknik *purposive sampling*, *simple random sampling* dan *consecutive sampling*. Penelitian menggunakan instrumen *End-User Computing Satisfaction* (EUCS) yang telah diuji validitas dan reliabilitas. Analisis data menggunakan analisis univariat.

Hasil: Responden puas dalam pemakaian aplikasi *Game-based Preconception Health Education* (skor rata-rata 3,20). Sedangkan, skor rata-rata tingkat kepuasan setiap domain EUCS yaitu adalah 3,32 (puas) pada domain *content*, 3,27 (puas) pada domain *accuracy*, 2,98 (netral) pada domain *format*, 3,22 (puas) pada domain *ease of use*, dan 3,22 (puas) pada domain *timeliness*.

Kesimpulan: Laki-laki dan perempuan usia subur di Yogyakarta puas dengan penggunaan aplikasi *Game-based Preconception Health Education*.

Kata kunci: *game-based preconception health education*, EUCS, kepuasan, perawatan prakonsepsi, usia subur

ABSTRACT

Background: *The prevalence of maternal and child health problems in Indonesia is high, but some of them can be prevented by preconception care. Preconception care is needed to reduce the risk of pregnancy and improve the pregnancy outcomes quality. Health education using effective and efficient media is needed to improve the behavior of preconception care which is still low. Game-based Preconception Health Education application is a health education media about preconception care.*

Objective: *To describe the satisfaction of men and women in reproductive age with Game-based Preconception Health Education in Yogyakarta.*

Methods: *Observational descriptive research with quantitative approach and cross-sectional design. Respondents are couple in reproductive age who have registered their marriage at the Office of Religious Affairs (KUA) of Bantul and Piyungan Districts, totaling 74 people. Sampling using purposive sampling, simple random sampling and consecutive sampling. This study uses the End-User Computing Satisfaction (EUCS) instrument which has been tested for validity and reliability. Data analyzed with a univariate analysis method.*

Results: *Respondents were satisfied in using the Game-based Preconception Health Education application (mean score 3.20). Meanwhile, the average score of satisfaction level for each EUCS domain is 3.32 (satisfied) in the content domain, 3.27 (satisfied) for the accuracy domain, 2.98 (neutral) for the format domain, 3.22 (satisfied) for the ease of use domain, and 3.22 (satisfied) for the timeliness domain.*

Conclusion: *Men and women in reproductive age are satisfied with the use of the Game-based Preconception Health Education.*

Keywords: *game-based preconception health education, EUCS, preconception care, reproductive age, satisfaction*