

INTISARI

Latar belakang: Selama pandemi COVID-19 banyak beredar kabar bohong dan timbulnya infodemic. Hal ini mendorong perlunya peningkatan literasi kesehatan bagi anak, khususnya usia sekolah, yang berada dalam fase perkembangan kognitif operasional konkrit. Peningkatan literasi kesehatan ini dapat dilakukan melalui media edukasi seperti video animasi dan komik yang didesain untuk anak. Saat ini, mayoritas penelitian literasi kesehatan dilakukan pada populasi dewasa dan belum mencakup protokol kesehatan pencegahan COVID-19.

Tujuan: Mengetahui pengaruh pemberian edukasi pencegahan COVID-19 dengan media komik interaktif dan video animasi (KIT KOVID) terhadap literasi kesehatan anak usia sekolah di Kabupaten Sleman, Yogyakarta.

Metode: Penelitian *quasi experiment* dengan desain *pre test* dan *post test nonequivalent control group* yang dilaksanakan pada bulan Juli hingga November 2021. Penelitian ini menggunakan *purposive sampling* untuk menentukan Sekolah Dasar dan *consecutive sampling* untuk menentukan siswa yang terlibat dalam penelitian ini. Terdapat total 78 responden (40 responden pada kelompok intervensi dan 38 responden pada kelompok kontrol). Kelompok intervensi mendapatkan edukasi menggunakan komik interaktif dan video animasi, sedangkan kelompok kontrol menggunakan video animasi. Penelitian ini menggunakan instrumen *Health Literacy Scale of Covid-19 with 22 items* (HLS-COVID-Q22) versi bahasa Indonesia yang telah dimodifikasi.

Hasil: Terdapat perbedaan literasi kesehatan anak ditunjukkan oleh *post test 1* dan *post test 2* pada kelompok intervensi dengan nilai $p=0,046$ ($p<0,05$). Setelah diberikan edukasi kesehatan pada *post test 1* dan *post test 2* antara kelompok intervensi dan kelompok kontrol memiliki nilai $p>0,05$. Berdasarkan hasil analisis regresi, intervensi memiliki pengaruh yang paling dominan terhadap literasi kesehatan anak dengan nilai $p=0,043$ ($p<0,05$).

Kesimpulan: Edukasi pencegahan COVID-19 dengan media komik interaktif dan video animasi (KIT KOVID) memengaruhi literasi kesehatan anak usia sekolah di Kabupaten Sleman, Yogyakarta.

Kata kunci: literasi kesehatan anak, edukasi kesehatan, media video dan komik

ABSTRACT

Background: During the COVID-19 pandemic, many fake news circulated and infodemic emerged. This encourages the need to improve health literacy for, especially, school-aged children, who are in the concrete operational phase of cognitive development. Improving health literacy can be done through educational media such as animated videos and comics designed for children. Currently, most health literacy studies are conducted in adult population and do not cover COVID-19 prevention protocols.

Objective: To determine the effect of education on COVID-19 prevention through an interactive comic and animated video (KIT KOVID) on health literacy of school-aged children in Sleman Regency, Yogyakarta.

Methods: The study was quasi-experimental research with pretest-posttest nonequivalent control group design and was conducted from 18 July to 11 November 2021. This study used purposive sampling to determine the selected elementary schools and consecutive sampling to determine students involved in the study. There were 78 respondents (40 respondents in the intervention group and 38 respondents in the control group). The intervention group received education using interactive comics and animated videos, while the control group using animated videos. This study used the Indonesian version of Health Literacy Scale of Covid-19 with 22 items (HLS-COVID-Q22) instrument which had been modified.

Results: There was a difference in children's health literacy as indicated by pre-test and post-test 1 in the intervention group with $p=0.046$ ($p<0.05$). After being given health education in the post test 1 and post test 2 between the intervention group and control group had $p>0.05$. Based on the results of the regression analysis, the intervention was the factor that most dominantly influenced children's health literacy with p value of 0.043 ($p<0.05$).

Conclusion: Education on prevention of COVID-19 using KIT KOVID affects health literacy of school-aged children in Sleman Regency, Yogyakarta.

Keywords: children's health literacy, health education, video and comic media