

PENGARUH PERMAINAN *BINGO* TERHADAP PENINGKATAN PENGETAHUAN PENCEGAHAN KARIES PADA ANAK USIA 10-12 TAHUN

INTISARI

Prevalensi karies gigi pada anak-anak di Indonesia usia 10-14 tahun mencapai 73,4%. Apabila terus berlanjut, kondisi ini dapat mengganggu fungsi rongga mulut. Pengetahuan kesehatan gigi dan mulut perlu diberikan sejak usia sekolah untuk meningkatkan kesadaran pencegahan karies melalui permainan edukatif seperti BINGO. Penelitian ini bertujuan untuk mengetahui pengaruh permainan *BINGO* terhadap peningkatan pengetahuan pencegahan karies pada anak usia 10-12 tahun.

Penelitian ini menggunakan jenis penelitian Eksperimental Semu dengan rancangan penelitian *one-group Pretest-Posttest design*. Jumlah subjek penelitian berjumlah 30 siswa di MIN 2 Sleman dengan metode *total sampling*. Permainan BINGO diulang sebanyak 3 kali pada 3 hari berturut-turut. Penilaian pengetahuan dilakukan dengan menggunakan kuesioner *pre-test* dan *post-test*. Data yang diperoleh dianalisis dengan uji statistik non parametrik *Wilcoxon*.

Hasil penelitian didapatkan rata-rata skor pengetahuan pencegahan karies sebelum intervensi sebesar 9.83 ± 1.26 dan sesudah intervensi sebesar 11.37 ± 0.81 . Hasil analisis menggunakan uji *Wilcoxon* terhadap peningkatan pengetahuan pencegahan karies didapatkan nilai signifikansi 0,000 ($p < 0,05$). Kesimpulan penelitian ini adalah permainan *BINGO* dapat berpengaruh dalam meningkatkan pengetahuan pencegahan karies pada anak usia 10-12 tahun di MIN 2 Sleman.

Kata kunci: Permainan *BINGO*, Pengetahuan Pencegahan Karies, Anak Usia 10-12 Tahun.

THE EFFECT OF BINGO GAME ON INCREASING KNOWLEDGE OF CARIES PREVENTION IN CHILDREN AGED 10-12 YEARS

ABSTRACT

The prevalence of dental caries among children in Indonesia aged 10-14 years reaches 73.4%. If this continues, it can disrupt oral function. Dental and oral health education needs to be provided from a young age to raise awareness about caries prevention through educational games such as BINGO. This study aims to determine the effect of a caries-themed BINGO game on increasing knowledge of caries prevention in children aged 10-12 years.

This research uses a Quasi-Experimental study design with a one-group pretest-posttest design. The study involved 30 students from MIN 2 Sleman using a total sampling method. The BINGO was repeated three times over three days. The knowledge was assessed using pre-test and post-test questionnaires. The data obtained were analyzed using the non-parametric Wilcoxon statistical test.

The results of the study showed that the average score for caries prevention knowledge before the intervention was 9.83 ± 1.26 and the score after the intervention was 11.37 ± 0.81 . The analysis results with Wilcoxon on increasing knowledge of caries prevention showed a significance value of 0.000 ($p < 0.05$). The conclusion of this study is that the BINGO game can have an effect on increasing knowledge of caries prevention in children aged 10-12 years at MIN 2 Sleman.

Keywords: *BINGO Game, Caries Prevention Knowledge, Children Aged 10-12 Years.*