

ABSTRACT

Latif, Muhammad Abdul. 2024. *The Effect Of Health Education With Eduhealth Games On Adolescents' Knowledge About Clean And Healthy Living Behaviors (PBHS) In Tebelo Hamlet, Jabung Sub-District, Thesis, Poltekkes Kemenkes Malang Prodi Sarjana Terapan Promosi Kesehatan. Pembimbing I : Atti Yudiermawati, SKp., MPd, Pembimbing II : Handy Lala, SKM., MPH.*

PHBS is a basic behavior in efforts to prevent infectious and non-communicable diseases that prioritize changes in community behavior. Based on the data in tebelo hamlet, there are still people affected by infectious and non-communicable diseases. One prevention that can be done is to conduct health education to increase community knowledge. Tools or media are needed in the education process so that good results are obtained. Previously, teenagers in tebelo hamlet only received health education at school. Therefore, education using eduhealth is expected to further increase adolescents' knowledge about PHBS. this study aims to determine the effect of health education using eduhealth games on adolescents' knowledge of PHBS in tebelo hamlet, jabung sub-district, malang district. this research is a quantitative study with a pre-experimental design design, with a total sampling technique with a population of 35 adolescents with the wilcoxon test. After the pretest, almost half of the adolescents had good and sufficient knowledge, while after the posttest, almost all adolescents had very good knowledge. Obtained from the pretest mean value of 65.86 and the posttest mean value of 82.57, based on data analysis using the Wilcoxon test obtained a value of $p = 0.00$. It can be concluded that there is a meaningful influence on health education with eduhealth games on adolescents' knowledge about PHBS in tebelo village. It is hoped that future researchers can further explore other aspects or factors that affect a person's knowledge.

Keyword : PHBS, video game, knowledge, media

