

ABSTRACT

Nadia Putri Pahlevi. 2024. The Influence Of Education Using Monopoly Media as an Effort to Students Knowledge About Worm Disease Prevention at NU Blimbing Elementary School In Malang City, Thesis, Malang Health Polytechnic, Bachelor's Program in Applied Health Promotion, Supervisor I : Jupriyono, S.Kp., M.Kes., Supervisor II : Drs. Moh Zainol Rachman, S.ST.,M.Kes,

Helminthiasis remains a serious concern in many developing countries, including Indonesia. According to the Ministry of Health Regulation Number 15 of 2017, the prevalence of helminthiasis in Indonesia varies between 25% and 62%. This rate increases to 80% when calculated among school-aged children. Preliminary studies conducted by researchers found that there had been no education related to the prevention of helminthiasis at SD NU Blimbing, Malang City. Therefore, health education is needed to enhance student's knowledge regarding the prevention of helminthiasis using monopoly media. This study aims to analyze the effect of education using monopoly media as an effort to increase elementary school student's knowledge about the prevention of helminthiasis at SD NU Blimbing, Malang City. This type of research is quantitative with a Pre-Experimental One Group Pretest Posttest design. The population in this study comprised all fifth-grade students of SD NU Blimbing, Malang City, with a total sampling technique used to collect 43 respondents. Data collection was carried out using a questionnaire that had been tested with a reliability result of 0.636. Data analysis employed the Wilcoxon test with a significance level of $p \text{ Value} = 0.000 \alpha < 0.05$, where the mean knowledge score before was 55.3% and after was 89.0%, thus rejecting H_0 . The conclusion is that there is an effect of education using monopoly media as an effort to increase elementary school student's knowledge about the prevention of helminthiasis at SD NU Blimbing, Malang City. It is hoped that research using monopoly media can be an alternative learning medium to increase students' interest in learning.

Keywords: Knowledge, Education, Monopoly Media, Worms