

Game Application Development “Let’s Prevent Anemia (MARIA) as Anemia Education Media For SDIT KIC Bondowoso Students

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ABSTRACT

School-age children are a stage of rapid development so that they are prone to health risks, one of the most common health risks is anemia. The incidence of anemia in Bondowoso district, especially the work area of the Nangkaan Health Center, namely 286 young women who experience anemia. One of the efforts to overcome anemia is by providing health education regarding the selection of foods consumed by school-age children. As many as 66.7% of female students choose educational media in the form of games because they are easy to access anytime and anywhere offline and games are audio-visual media that can help students remember material as much as 50%. This research method uses a type of design research using Research and Development (R&D) with design using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The number of samples in this study were 12 young women at SDIT KIC Bondowoso who were taken by purposive sampling. The results of the MARIA game application media design research from the feasibility test by media experts amounted to 97.3% and material experts amounted to 99.3%. This result is a category that is very suitable for field trials and then received a positive response from the product acceptability test of 91.3%. The result is a very good category and very feasible to use.

Keyword : Anemia, Game, School Age Child, Nutrition Education