

THE INFLUENCE OF HEALTH PROMOTION USING “SNAKE AND LADDER” GAME ON THE KNOWLEDGE ABOUT HIV/AIDS IN ADOLESCENT AT SENIOR HIGH SCHOOL

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ABSTRACT

Background: Adolescents are susceptible to many health problems, such as drug use, sexually transmitted diseases, and HIV infection. However, informing adolescents about HIV to improve their awareness is a challenging. The purpose of this study was to examine the influence of health promotion using “snake and ladder” game on the knowledge about HIV/AIDS in adolescent.

Subjects and Method: This was a quasy experiment with no control group. The study was conducted in Senior High School 5, Kediri, East Java, in Februari 2018. A sample of 32 students was seelcted randomly. The dependent variable was knowledge. The independent was snake and ladder game. Knowledge about HIV/AIDS was measured using questionnaire. Mean score of knowledge before and after intervention were analyzed using paired t-test.

Results: Mean score of knowledge about HIV/AIDS after playing snake and ladder games (Mean= 79.05; SD= 14.55) was higher than before (Mean= 48.59; SD= 9.62), with $p < 0.001$.

Conclusion: Knowledge about HIV/AIDS after playing snake and ladder games in senior high school studets is higher than before.

Keywords: snake and ladder game, knowledge, HIV/AIDS, health promotion

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