

ABSTRAK

DEVINA IVA VIANDRA. Gambaran pengetahuan tentang anemia melalui media motion graphic di SMAN 2 Pekanbaru. Di bimbing oleh YESSI MARLINA dan YOLA HUMAROH.

Berdasarkan data dari Puskesmas Melur diketahui bahwa awal kejadian anemia pada siswi SMAN 2 Pekanbaru di tahun 2023 diketahui sebanyak 23,9%. Tingginya prevalensi anemia pada remaja tidak diikuti dengan pengetahuan remaja tentang bahaya anemia itu sendiri. Berbagai media yang digunakan sebagai penunjang dan alat bantu untuk metode penyuluhan dengan tujuan mengubah pengetahuan remaja, salah satunya adalah media audiovisual dalam bentuk video (*motion graphic*). Tujuan dari penelitian ini adalah untuk mengetahui bagaimana gambaran perubahan pengetahuan siswi di SMAN 2 Pekanbaru terkait anemia sebelum dan sesudah di edukasi menggunakan media *motion graphic*. Jenis penelitian ini termasuk jenis penelitian deskriptif dengan menggunakan rancangan *one group pre test – post test design*. Teknik pengambilan sampel pada penelitian ini adalah *simple random sampling* dengan sampel 67 sampel. Analisa data dilakukan secara univariat. Hasil penelitian menunjukkan bahwa terdapat perbedaan skor rata-rata pengetahuan sebelum dan sesudah dilakukan edukasi melalui media *motion graphic*, yaitu sebelumnya 67 orang (100%) dengan kategori kurang menjadi 1 orang (1,5%) dengan kategori cukup dan 66 orang (98,5%) dengan kategori baik. Meskipun demikian diperlukan pengembangan media *motion graphic* dengan cara melakukan uji statistik.

Kata Kunci : Anemia, Remaja Putri, Edukasi Gizi

ABSTRACT

DEVINA IVA VIANDRA. An overview of knowledge about anemia through motion graphic media at SMAN 2 Pekanbaru. guided by YESSI MARLINA and YOLA HUMAROH.

Based on data from the Melur Community Health Center, it is known that the initial incidence of anemia among female students at SMAN 2 Pekanbaru in 2023 is known to be 23.9%. The high prevalence of anemia in teenagers is not accompanied by teenagers' knowledge about the dangers of anemia itself. Counseling is a means of increasing a person's knowledge and abilities through instruction with the aim of changing or influencing behavior. Various media are used as support and tools for counseling methods, one of which is audiovisual media which can provide real stimulation containing moving images and sound elements with a relatively short duration that is shown in video form, one of which is motion graphics. The aim of this research is to find out how the knowledge of female students at SMAN 2 Pekanbaru changes in relation to anemia before and after being educated using motion graphic media. This type of research is descriptive research using a one group pre test – post test design. The sampling technique in this research was simple random sampling with a sample of 67 samples. Data analysis was carried out univariately. The results of the study showed that there was a difference in the average score of knowledge before and after education was carried out through motion graphic media, namely previously 67 people (100%) in the less category to 1 person (1.5%) in the sufficient category and 66 people (98, 5%) in the good category. However, it is necessary to develop motion graphics media by conducting statistical tests.

Keywords: Anemia, teenager girl , Nutrition Education