

The Influence of Ludo Edutainment Media in the Prevention of Child Sexual Abuse at Pao-Pao Elementary School, Gowa Regency

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ARTICLE INFO	ABSTRACT
<p>Manuscript Received: 14 Oct, 2024 Revised: 23 Nov, 2024 Accepted: 10 Dec, 2024 Date of Publication: 27 Dec, 2024 Volume: 14 Issue: 2 DOI: 10.56338/promotif.v14i2.6432</p>	<p>Background: Child sexual abuse is one of the most serious public health issues faced by children across all cultures and societies. Several studies have shown that edutainment is an effective strategy to influence awareness, knowledge, attitudes, and behaviors related to health. Assessing the impact of Edutainment media Ludo in the prevention of sexual abuse of children at Pao-Pao Elementary School, Gowa Regency.</p> <p>Method: The research method used is experimental research with a pre-experimental design. The study is based on primary data obtained directly through pre-test and post-test questionnaires, and secondary data obtained from case reports from the South Sulawesi Regional Police, LPA (Child Protection Agency), as well as data from P2TP2A (Integrated Service Center for Women and Children Victims of Violence).</p> <p>Result: The results of statistical analysis show that there is a difference in knowledge before and after the intervention related to sexual abuse of children, with a p-value < 0.05 (0.002). There is a difference in attitudes before and after the Edutainment media Ludo intervention, with a t-value of 5.447 and a p-value of 0.000 < 0.05. There is also a difference in children's skills before and after the Edutainment media Ludo intervention, with a t-value of 2.561 and a p-value of 0.000 < 0.05.</p> <p>Conclusion: There is an effect of local-language Edutainment media on children's knowledge, attitudes, and skills towards the prevention of sexual violence against children at Pao-Pao Elementary School, Gowa Regency.</p>
<p>KEYWORDS</p> <p>Edutainment Ludo; Sexual Harassment; Elementary School Children</p>	
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INTRODUCTION

Child sexual abuse is the most serious public health problem facing children across all cultures and societies (UNICEF) estimates that around 120 million girls under the age of 20 (about 1 in 10) have experienced forced sexual intercourse or other forced sexual acts (1). In the United States the number of cases of child sexual abuse is 16.3% in women and 6.7% in men, in Australia 11% of women and 5% of men are reported to have experienced sexual abuse, and in Japan the rate of sexual abuse in girls ranges from 1.3-8.3% while for men it is around 0.5-1.3% (2). In Indonesia, child sexual abuse is also a serious problem, nine studies investigating the prevalence of child sexual abuse in Indonesia are estimated to range from 0% to 66% (3).

Child sexual abuse is most often committed by close people, such as stepfathers, biological fathers, siblings, family, neighbors, peers, or colleagues (4). Sexual abuse is carried out in the form of persuading, coercing, or encouraging a child to behave sexually which is not only limited to touching hands (5). Many factors increase the risk of child sexual abuse, including individual, family, environmental, and social factors (6). Child sexual abuse has long-term consequences for physical and mental health and well-being (7).

Currently, the widely used strategies to prevent child sexual abuse in the western world are focused on children's education for the development of knowledge and skills (7). The Indonesian Curriculum (K13) has begun efforts to include sex education in its curriculum implementation provisions. According to a study, the children most at risk of sexual abuse are children aged 7-13 years (8).

Cases of sexual abuse of children in Makassar City are increasingly rampant with a fluctuating number every year. Based on the case data report in P2TP2A Makassar City in the child category, the number of sexual abuse cases in 2018 was 22, in 2019 there were 8 cases and in 2020 there were 36 cases with the number of cases of abuse in girls higher than in boys (9). The case report of POLDA South Sulawesi in 2020 amounted to 8003 cases, of which 132 cases of sexual harassment. The highest cases of sexual abuse in 2020 were in the Gowa police area with 18 cases, of which there were 9 cases of sexual abuse of children (10).

To protect children from sexual abuse and encourage victims to seek help and treatment, it is necessary to raise awareness of the phenomenon. One of the efforts to increase awareness is education through the media, because children are regular consumers of various forms of media (11). Several studies reveal that edutainment is an effective strategy to influence awareness, knowledge, attitudes, and behaviors related to Health (12).

With the existence of an intervention model of the edutainment approach applied in several countries, it provides an overview of a model that can be developed in a form of intervention to deal with child sexual abuse. Sex education that contains knowledge and skills should pay attention to the cultural context in Indonesia which seems to use vulgar terms (13).

Sexual education in the Bugis-Makassar family is not a priority. In educating their children, parents in Bugis-Makassar families tend to keep their children away from things that smell of sexuality. This is due to the narrow meaning of sex, where sex is always identified with sexual intercourse. So, it is considered unnecessary to talk about it, let alone teach unmarried children. In fact, sexual education should be given to children from an early age (14).

Prevention of sexual abuse of children with educational media is needed so that in the future there will be no lost generation due to the physical-mental impact of sexual abuse on children.

METHOD

This study uses an experimental design with a experimental approach. This type of research is used because of the limitations of the subject to be researched. One-group pre-test-post-test design, that is, one experimental group is measured by the dependent variable (pre-test), then given a stimulus, and the dependent variable (post-test) is measured again, without any comparison group. The research design uses 1 class in Class IV by giving a pre-test to find out the initial situation, then given an edutainment ludo media intervention. After being given the next intervention, a post-test is given to find out the final state of the treatment. The research population is all grade 4 students. Sampling was carried out by Total sampling where the total number of grade 4 students was 33 students.

The data collection method is by using primary data and secondary data, namely: Primary data is data taken directly through questionnaires with pre-test and post-test questionnaire sheets. Secondary data is data taken from case report data from the South Sulawesi Regional Police Office, case data and documents from child protection and LPA as well as P2TP2A data. Data processing is carried out in the steps of Editing, Coding, Entry, and Cleaning. The data analysis in this study is descriptive analysis and inferential analysis. Univariate analysis was used to see the distribution of respondent characteristics consisting of: age, gender, class. The normality test on several variables uses the Kolmogorov-Smirnov test with Lilliefors correction to determine the type of analysis further. Bivariate analysis to see the differences in each group was used paired t test if the data was normally distributed and the Wilcoxon Signed Ranks Test test when the data was not normally distributed on the variables of knowledge, attitudes and skills.

RESULTS

Univariate Analysis

Table 1. Characteristics of Respondents

Characteristic	Frequency	
	n (33)	%
Age		
11 Years	2	6,1
10 Years	13	39,4
9 Years	14	42,4
8 Years	4	12,1
Gender		
Man	14	42,4
Woman	19	57,6
Class		
Class III	22	66,7
Class IV	10	30,3
Class V	1	3,0

Source: Primary Data, 2024.

Table 1 can be seen that the majority of respondents are 9-year-old students who are 14 children (42.4%) and the lowest age group is 11 years old as many as 2 children (6.1%). Meanwhile, in the gender, there were 19 children (57.6%) who were female and 14 children (42.4%) who were male. As many as 22 children (66.7%) are in class III, 10 children (30.3%) are in class IV, 1 child (3.0%) is in class V.

Bivariate Analysis

Table 2. Analysis of Knowledge Differences Before and After the Intervention

		N	Mean Rank	Sum of Ranks	P
peng.post - Knowledge.pre	Negative Ranks	5a	13.70	68.50	0.002
	Positive Ranks	23b	14.67	337.50	
	Ties	5c			
	Total	33			

Source: Primary Data, 2024.

Based on table 2, the results of *the Wilcoxon test* have positive, negative and series values, which describe whether the research results have increased, decreased or are the same. Of the 33 respondents, there were 23 of the respondents who had increased knowledge, 5 decreased and 5 respondents had the same knowledge before and after the intervention. The results of statistical analysis showed that there was a difference in knowledge before and after interventions related to sexual abuse in children with a $p < \text{value of } 0.05 (0.002)$. This means that there is an influence of edutainment ludo media related to sexual harassment on increasing children's knowledge.

Table 3. Analysis of Differences in Attitudes Before and After the Intervention

Paired Samples Statistics					
		Mean	N	Std. Deviation	Std. Error Mean
Pair 1	attitude.pre	16.8788	33	5.10366	.88843
	sik.post	22.5758	33	5.78268	1.00664

Paired Samples Test						
		Paired Differences		t	Df	Sig. (2-tailed)

	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference		t	df	Sig.
				Lower	Upper			
Pair 1 attitude.pre - sikap.post	5.69697	6.00773	1.04581	-7.82722	-3.56672	5.447	32	.000

Source: Primary Data, 2024.

In table 3, the t-count value = 5.447 with a value of $p=0.000 < 0.05$, There are differences in attitudes before and after the ludo edutainment media intervention or there is an influence of ludo edutainment media on children's attitudes in the prevention of sexual abuse.

Table 4. Analysis of Skills Differences Before and After the Intervention

		Paired Samples Statistics			
		Mean	N	Std. Deviation	Std. Error Mean
Pair 2	skills.pre	19.5758	33	3.57098	.62163
	keterampilan.post	21.5758	33	3.07236	.53483

		Paired Differences					t	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference					
				Lower	Upper				
Pair 2 skills.pre - keterampilan.post	2.00000	4.48609	.78093	-3.59070	.40930	2.561	32	.015	

Source: Primary Data, 2024.

In table 4, the t-count value = 2.561 with a value of $p=0.000 < 0.05$, There are differences in children's skills before and after the ludo edutainment media intervention or there is an influence of ludo edutainment media on children's skills in the prevention of sexual harassment.

DISCUSSION

Knowledge

Knowledge can influence a person's attitude and actions, the higher a person's knowledge, the better the person's attitude and actions in doing various things (15). In this study, the knowledge in question is the child's understanding of which body parts should not be held by other sexual abusers. One of the factors that affects the knowledge of a person is information, while one of the factors that affects the formation of attitudes is the influence of other people who are considered important (16). With the information and influence of counselling about healthy snacks provided during counseling will affect students' knowledge and attitudes, this is in accordance with a study (17) entitled Education on the Prevention and Countermeasures of Sexual Violence in Students of UPT SPF SD Negeri Barombong, Makassar City, where there is an increase in participants' knowledge to prevent and overcome sexual violence as evidenced by an increase in the average post-test results of 87.69 is higher than the average pretest result of 55.47.

The results of the study showed that there was an influence of edutainment ludo media related to sexual abuse on the increase of knowledge in children at Pao-Pao Elementary School, Gowa Regency, with a $p < \text{value of } 0.05 (0.002)$. This research is in line with research conducted by (18) which shows that Health Education through ludo games can effectively increase knowledge in elementary school students, this happens because game media is a learning medium that is suitable for children. Media ludo provides direct feedback through interaction during the

game which allows students to know if they understand the material correctly or need improvement (19). In another study by Ana et al., (2016) with the title the effectiveness of preventing video game addiction using ludo games for elementary school students stated that health education using ludo game media can improve the knowledge, attitudes, and behaviors of elementary school students in the prevention of video game addiction. Health education through the game media of ludo has the same effectiveness as interactive lectures in improving the knowledge, attitudes, and behaviors of elementary school students towards the prevention of video game addiction, but practically health education through the game of ludo is more effective.

Another research by (Nur'Aini, 2019) found that there was a significant influence on students' knowledge of healthy snacks before and after being given health education by using the media of ludo games in Candirejo Village, West Ungaran (20). This can be seen from before being given health education using ludo game media, the average score of students' knowledge about healthy snacks was 16.60. Then, it increased to 18.00 after being given health education using ludo game media or increased by an average of 1.40. This shows that most respondents already understand the knowledge of healthy food.

According to (Fitriani, 2011) the more the five senses are used, the more knowledge is obtained and the senses that transmit the most information to the brain are the eyes, which is approximately 75% to 87%, while 13% to 25% is obtained or channeled through other senses (21). Health counseling with slide media and leaflets can affect the knowledge of healthy food for elementary school students, but knowledge can also be influenced by age, environment, culture, family, mass media, and peers. All of these factors can affect knowledge about healthy food. If knowledge about poor healthy food is likely to have an impact on poor health. If knowledge about healthy food is good, it is likely to have an impact on improving good health.

Attitude

Attitude is a feeling, belief, and tendency that is relatively fixed (22). The attitude in this study is about statements of strongly agreeing to disagree with sexual harassment. The results of the study showed that there was an influence of Edutainment ludo media on children's attitudes in the prevention of sexual abuse at Pao-Pao Elementary School, Gowa Regency, with a value of $p=0.000 < 0.05$.

This research is in line with research conducted by saying that ludo board learning media can improve student learning outcomes through several effective mechanisms. The use of Ludo media creates an interactive learning atmosphere and increases the motivation and engagement of students. If students are involved in ludo games that contain learning elements, they will be more motivated to understand the material in the game (23). The questions presented in the form of ludo games make suswa enthusiastic and not bored in education and learning (24). Another research by (Indah et al., 2016) shows that health education through ludo games and interactive lectures can improve the knowledge, attitudes, and behaviors of elementary school students in the prevention of video game addiction that can cause health problems, such as mental health and physical health problems (25). Research using a similar method by (Azzahra, 2023) found that there was an increase in dental caries prevention attitudes among students of SDN 30 Air Dingin Padang City after an intervention using the ludo game, where the results of the statistical test before the intervention of $39.85 \pm 3,885$ increased to $43.44 \pm 4,204$ after the intervention was carried out (26).

The use of ludo games is considered effective in increasing changes in students' attitudes about the prevention of sexual violence, because the knowledge gained through education using ludo games about the prevention of sexual violence has an impact on changing attitudes as seen from the increase in the average score of students' attitudes after education. And knowledge also has an impact on the awareness of students who eventually behave according to the knowledge they have.

According to (Green, 1980) the health of a person or society is influenced by behavioral factors and factors outside of behavior (27). This behavioral factor consists of 3, namely the predisposition factor related to the research variable and the age factor can also affect the grasp of students, in this study the respondents are students in grades III to V (8-11 years old) are the age that can receive discussions according to their abilities, because technology is increasingly sophisticated and students can access electronic devices such as cellphones that can display those that are not in accordance with age. If accessed, so that education related to the prevention of sexual violence is in accordance with the target age.

Skills

Skills are the ability to use reason, thoughts, and ideas as well as technical abilities to do an act (22). The skills referred to in this study are the ability of children to protect themselves, namely the ability to say no to inappropriate requests, stay away from potentially risky situations, and report sexually unpleasant behaviors obtained from those closest to them. The results of the study showed that there was an influence of Edutainment Ludo media on children's skills in preventing sexual violence at Pao-pao Elementary School, Gowa Regency, with a $p < 0.05$ (0.000).

Sex education is a form of effort to prevent children from the dangers of sexual violence by accustoming children from an early age to have a culture of shame, instilling ethics and privacy towards others so that when in the environment around children, it is not easy to be close to people they have just met (16). This research is in line with research conducted by (8) that there is an influence of the game media ludo chemistry in the learning process in the form of exercises. The media attracts the attention of students when using the ludo game because this media causes a sense of enthusiasm and excitement for students during the learning process and this game becomes more interesting because it contains elements of competition. Also said that this ludo game is a game that children are beginning to understand and is relatively interesting for children, the ludo game is increasingly developing in the digital era with this game being developed in the form of an application.

The results of a study by (Uhusna et al., 2020) who used ludo in improving students' skills in learning mathematics, found that there was a significant difference in students' collaboration skills between before and after being given treatment, namely the increase in students' collaboration skills (25). This proves that the use of ludo games to improve students' collaboration skills in learning Mathematics is successful with a p -value of < 0.05 (0.0000).

Playing is undoubtedly one of the ideal scenarios for children to acquire learning in various ways. Ludo has the potential to be a game to promote student engagement, increase interest and create a sense of mutual need and collaboration in each group (8). The use of this ludo board media is to arouse students' interest and interest in learning, help them understand the subject matter that has been studied, and facilitate the delivery of material by teachers. Learning activities become more active and fun, helping to eliminate boredom and boredom of students while learning, and this media can continue to be used in other subjects. Ludo board media also encourages interaction and cooperation between students, improving their social and communication skills. In addition, this method provides variety in the learning process, so that students do not feel monotonous and are more enthusiastic in participating in lessons.

In addition, the game method also has disadvantages, including the possibility that students may focus too much on the game aspect rather than on the subject matter they want to convey. Teachers should ensure that the game remains directed and focused on the learning objectives. In addition, this medium may be less effective for students who have difficulty working in groups or who are less interested in games. However, with good planning and management, these shortcomings can be minimized. Ludo board media still offers many significant benefits in improving the quality of learning and making the learning process more interesting and enjoyable for students (27).

CONCLUSION

Based on the results of research that has been conducted on the influence of Edutainment ludo media in the prevention of sexual violence against children at Pao-pao Elementary School, Gowa Regency, it can be concluded that:

There is an influence of local language Edutainment media on children's knowledge about the prevention of sexual violence against children at Pao-pao Elementary School, Gowa Regency.

There is an influence of local language Edutainment media on children's attitudes about the prevention of sexual violence against children at Pao-pao Elementary School, Gowa Regency.

There is an influence of local language Edutainment media on children's self-skills about the prevention of sexual violence against children at Pao-pao Elementary School, Gowa Regency

SUGGESTION

In this study, there are suggestions given, especially to other researchers who will conduct further research on the Prevention of Sexual Violence, it is hoped that they can choose other media to find out the comparison of the influence of different media in the Prevention of Sexual Violence in Children. In addition, the results of the research

obtained, where there is a relationship between children's knowledge, attitudes, and skills about the prevention of sexual violence using local language Edutainment media, can be used as a reference for counseling media by health workers in the prevention of sexual violence in children.

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