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MOBILE TRIGGERING ON STUDENT IMPROVING BEHAVIOR IN ERADICATING MOSQUITO NESTS

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ABSTRACT

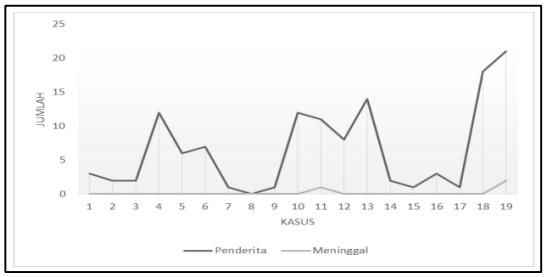
Background: Every year Dengue Hemorrhagic Fever (DHF) always becomes a phenomenon, people do not have the motivation and culture to carry out PSN. The problem encountered is that the community still behaves poorly in implementing PSN. The aim of this research is to find out the influence of Mobile triggering people's behavior
Method: This research method is quantitative research with a Research and Development (R&D) research design. This research uses a one group pretest and posttest design. The focus of this research is testing the effectiveness of the educational model with the PSN reminder application in improving the culture of eradicating mosquito nests in the city of Jambi. The variable studied is behavior.
Result: The research results showed that mobile triggering was effective in increasing the behavior of school students to 100% in the implementation of eradicating mosquito nests in the school environment .
Conclusion: obtained is that students' behavior has increased in carrying out the eradication of mosquito nests, It is hoped that eradicating mosquito nests will become a culture among students

Keywords: Eradicating mosquito nests; Students; Triggering; Dengue hemorrhagic fever

INTRODUCTION

Dengue Hemorrhagic Fever is still a frightening specter, where this disease attacks many school-aged children (Ribek et al. 2021). Schools are places where students carry out various activities other than at home, students are usually at school from morning to evening where at that time students are vulnerable to being bitten. mosquitoes (Hafidz and Safrudin 2022), so efforts are needed in schools to reduce the possibility of mosquito bites by eradicating mosquito nests. Many efforts have been made to eradicate mosquito nests, such as forming student larva monitors, carrying out mutual cooperation, implementing simultaneous PSN and other efforts (Chandra et al. 2023)

Cases of dengue hemorrhagic fever (DHF) in Jambi City are still high, where in 2023 it was recorded that as of July there had been 218 cases of dengue fever in Jambi City with 5 people dying (Tribun, 2023).



A lot of education has been carried out, such as education on the dangers of dengue fever which was carried out in Cipete Utara Subdistrict by holding a competition to eradicate mosquito nests. Several alternatives for eradicating mosquito nests have been widely implemented (Chandra et al., 2021). Research has also been carried out through several studies such as those conducted by (Hadi et al. 2012) using comics as an

educational medium for preventing dengue fever, as well as those conducted by (Sugiyono and Darnoto 2017) using education with a training model for elementary school children, other efforts using pocket book models and larva monitoring reports (Farasari Rizky 2018)

There is an Educational Model Product for Eradicating Mosquito Nests with Interactive Multimedia Triggering Mobile Learning called "PSN Mobile Triggering" which has implemented the "FINER" requirements, namely Feasible, Interesting, Novel, Ethical, Relevant. This model is easy to apply, the packaging and theme is attractive, provides new knowledge about PSN education, does not violate ethics and is relevant to apply in society (Chandra 2023)

It is hoped that with this research students can be more motivated and triggered in implementing PSN so that it can become a habit and culture for students so that it can also be applied in their home environment.

Based on the background of the problem, there is still a lack of behavior to eradicate mosquito nests, so the question in this research is: What is the impact of triggering mobile mosquito nest eradication on the behavior of elementary school students?

The aim of this research is to see the effect of mobile triggers on the behavior of elementary school students with the following description:

1. To analyze the influence of mobile triggers to eradicate mosquito nests on public knowledge;
2. To analyze the influence of mobile triggers to eradicate mosquito nests on community attitudes.

METHODS

This research uses the Descriptive-Quantitative Method (Bloomfield & Fisher, 2019) using bivariate analysis (Campisi et al., 2020) was carried out to determine the effect of providing education on increasing respondents' knowledge in detecting high-risk pregnancies. The statistical test used is the dependent T-Test or paired samples T-Test, for non-normal data distribution the Wilcoxon test is used (Widyanto 2013). The Paired T-Test Test formula is as follows:

Information:

d = average deviation / difference between sample 1 and sample 2

SD_d = standard deviation of the deviation/difference between sample 1 and sample 2

Effectiveness Analysis

To see product effectiveness using the N-Gain Score. The N-Gain Score formula (Prabowo 2020) is as follows.

Note: Ideal Score = 100

The categorization of the N-Gain score can be determined based on the average N-Gain percent value. If the average N-Gain percent is <40 then it is categorized as ineffective, if the average N-Gain percent is 40-55 then it is categorized as less effective, if the average NGain percent is 56-75 then it is categorized as quite effective, and if the average N - Percent gain >76 is categorized as effective.

RESULTS AND DISCUSSION

Differences in Jumantik Knowledge Before and After the Intervention

Tabel 1. Differences in Jumantik Knowledge Before and After Intervention with the Wilcoxon Statistical Test

Knowledge	Mean	Mean Difference	*P*
Pre-test	1.97	13.03	<0.001
Post-test	15		

From the results of the Wilcoxon statistical test, a Probability (P-Value) value of 0.00 is obtained, which means that at alpha 5% there is a difference in the average jumantik knowledge score before the intervention and after the intervention.

Differences in Jumantik's Attitudes Before and After the Intervention

Tabel 2. Differences in Jumantik attitudes Before and After Intervention with Sample T-Test Statistical Test

Knowledge	Mean	Mean Difference	*P*
Pre-test	2.73	7.27	<0.001
Post-test	10		

From the results of the Wilcoxon statistical test, a probability value (P-Value) was obtained of 0.00, which means that at alpha 5% there was a difference in the average jumantik attitude score before the intervention and after the intervention.

Data N-Gain

The N-Gain Score test is carried out by calculating the difference between

The pretest and posttest scores or gain scores, based on these results, will be able to determine the effectiveness of applying a particular method. N-Gain is the final stage to determine the effectiveness of using educational products in increasing the knowledge, attitudes and behavior of Jumantik Rumah. The N-Gain results of respondents can be seen in Table 4.28 below:

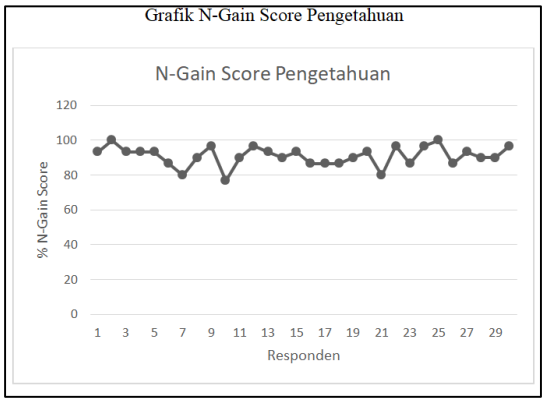


Figure 1. Knowledge N-Gain Score Graph

Based on the results of the N-Gain score test calculation, it shows that the average N-Gain score value for home jumantik given health education using the PSN education model is 96.67 or 96.67%, this value is included in the effective category. With a minimum N-Gain score of 80% and a maximum of 100%. Based on the results of the average N-Gain percent, it can be concluded that the PSN educational model product is effective in improving Jumantik Home knowledge.

Figure 2. Attitude N-Gain Score Graph

Based on the results of the N-Gain score test calculation, it shows that the average N-Gain score value for home jumantik given health education using the PSN education model is 92.33 or 92.33%, this value is included in the effective category. With a minimum N-Gain score of 83.33% and a maximum of 100%. Based on the results of the average N-Gain percent, it can be concluded that the PSN educational model product is effective in improving the attitude of Jumantik Rumah.

An alternative for changing student behavior is a Triggering-Based Model with Interactive Multimedia Mobile Learning for Mosquito Nest Eradication (PSN) Behavior.

CONCLUSION

There was an increase in behavior before and after the implementation of the Dengue Hemorrhagic Fever (DBD) Prevention Education Model based on Triggering with Interactive Multimedia Mobile Learning towards Mosquito Nest Eradication (PSN) behavior.

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CONFLICT OF INTEREST

In this research there is no conflict of interest.

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