

PENGEMBANGAN GAME INTERAKTIF CANVA DALAM MENINGKATKAN PENGETAHUAN KESEHATAN GIGI DAN MULUT PADA SISWA KELAS V DI SDN III SAMARANG KABUPATEN GARUT

ABSTRAK

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Pendahuluan: Rendahnya pengetahuan kesehatan gigi dan mulut pada anak usia sekolah dasar dapat berdampak pada munculnya berbagai masalah kesehatan. Berdasarkan Survei Kesehatan Indonesia tahun 2023, prevalensi masalah gigi dan mulut nasional sebesar 56,9%, dan di Kabupaten Garut sebesar 36,7%, terutama terjadi pada anak usia sekolah. Penggunaan media pembelajaran yang menarik seperti *game* edukasi interaktif berbasis *canva* diharapkan dapat meningkatkan pengetahuan siswa secara efektif. **Tujuan:** Mengetahui penggunaan *game* interaktif *canva* dalam meningkatkan pengetahuan kesehatan gigi dan mulut pada siswa kelas V SDN III Samarang Kabupaten Garut. **Metode:** Jenis penelitian adalah *Research and Development (R&D)* dengan desain *one group pre-test and post-test*. Jumlah sampel 30 siswa, diambil dengan teknik *total sampling*. Instrumen penelitian berupa lembar validasi media dan kuesioner. **Hasil:** Media dinilai sangat layak oleh ahli (93%) dan pengguna (94%). Sebelum intervensi, pengetahuan siswa tergolong kurang sebanyak 17 orang (57%), cukup 10 orang (33%), dan baik 3 orang (10%). Setelah intervensi, kategori baik meningkat menjadi 26 orang (87%), cukup 4 orang (13%), dan tidak ada yang kurang. Rata-rata **Kesimpulan:** *Game* interaktif *Canva* efektif meningkatkan pengetahuan siswa tentang kesehatan gigi dan mulut serta layak digunakan sebagai media pembelajaran edukatif.

Kata Kunci: *Game* Interaktif, *Canva*, Pengetahuan, Kesehatan Gigi dan Mulut, Siswa SD.

Daftar Pustaka: 40 sumber (2017-2024)

**DEVELOPMENT OF AN INTERACTIVE CANVA-BASED GAME TO
IMPROVE ORAL AND DENTAL HEALTH KNOWLEDGE AMONG
FIFTH-GRADE STUDENTS AT SDN III SAMARANG, GARUT
REGENCY**

ABSTRACT

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Introduction: The low level of dental and oral health knowledge among elementary school children can lead to various health problems. According to the 2023 Indonesian Health Survey, the national prevalence of dental and oral health issues is 56.9%, and in Garut Regency it is 36.7%, with a majority occurring among school-aged children. The use of engaging learning media such as interactive educational games based on Canva is expected to effectively improve students' knowledge. **Purpose:** To determine the use of Canva-based interactive games in enhancing dental and oral health knowledge among fifth-grade students at SDN III Samarang, Garut Regency. **Methods:** This research employed a Research and Development (R&D) approach using a one-group pre-test and post-test design. The sample consisted of 30 students selected through total sampling. Research instruments included media validation sheets and questionnaires. **Results:** The media was rated highly feasible by experts (93%) and users (94%). Before the intervention, 17 students (57%) had low knowledge, 10 students (33%) moderate, and 3 students (10%) high. After the intervention, 26 students (87%) achieved high knowledge, 4 students (13%) moderate, and none remained in the low category. **Conclusion:** The Canva-based interactive game is effective in improving students' dental and oral health knowledge and is suitable for use as an educational learning media.

Keywords: Interactive Game, Canva, Knowledge, Dental and Oral Health, Elementary School Students.

Bibliography: 40 source (2017-2024)