The Effect of Health Promotion through Animation Videos on Adolescent's Knowledge related to Drugs Abuse

Vidia Sri Nurani¹, Aisyiah², Intan Asri Nurani³

¹,²,³Department of Nursing, National University of Jakarta; aisyiah@civitas.unas.ac.id (Corresponding Author)

ABSTRACT

The prevalence of drugs in Indonesia is increasing every year. It is estimated that 3.8-4.1 million people have used drugs in recent years in the 12–24-year age group. Factors causing drugs in the first subject are internal (personality) and external (peers) factors. In the second subject, namely family factors and living environment. Promotion is needed preventive efforts to increase awareness of adolescents. This study aims to determine the effect of health promotion on adolescent knowledge related to drug abuse in the Middle Village area, Kramat Jati sub-district, East Jakarta. Health Promotion through video is one way to overcome initial knowledge about drugs. The purpose of this study was to determine the health effect of using animated videos on adolescent knowledge about drugs in the Middle Village, Kramat Jati sub-district, East Jakarta. The method used is a quasi-experimental, one-group, pre-test design without a control group being used. The sample size is 58 respondents. The sample used is purposive sampling. The instrument in this study was a drug questionnaire, it was validated and reliable with Cronbach’s alpha 0.953. The Wilcoxon test was used to test the effect of animated videos on knowledge. The results obtained using the Wilcoxon test showed p=0.000, meaning that health promotion using the effect of animated videos on adolescent knowledge about drugs in Kampung Tengah, Kramat Jati sub-district, East Jakarta

Keywords: Knowledge, Health Promotion, Animated video

INTRODUCTION

Adolescence is a period of transition between childhood and adulthood. This period can be said to be the most crucial period, where the individual begins to struggle to find his identity. At the self-discovery stage, many teenagers want to try new things by hanging out with their peers. Peer groups have a strong enough influence on a person, especially teenagers. Therefore, if a teenager wants to have a mental and personality that is quite weak and is in an environment that is arguably unhealthy, it cannot be denied that teenagers will fall into negative things, including one of them is drug abuse. The rise of drug abuse cases among teenagers is a problem that is quite worrying and worrying, especially for parents. Until now, the more effective prevention of drug abuse is the prevention efforts carried out by families, especially parents. Because parents and family are the closest environment and can influence a person's behavior. Therefore, it is important for parents to strengthen their role in anticipating the dangers of drugs (Mardiana & Krisnani, 2020).

Drugs are substances that are useful for the field of medicine that affects the body's work, especially in the brain. However, if it is misused, not with standard treatment, it can have very detrimental effects on the life and cultural values of the nation which will ultimately weaken national resilience. The existence of the problem of drug abuse is a very complex problem that requires extensive countermeasures by involving cooperation and active community roles that are carried out continuously, consistently, and consistently (Nasution, 2018).

Data from the United Nations Office on Drugs (UNODC) in 2017 as many as 17 million drug users in the world, and 18 million people because of premature death caused by drug use (Word Drugs, 2018). In Indonesia, in 2017 the prevalence of drug abuse was 1.77%. The proportion based on the largest group is 59% for workers and 24% for students. More than half of drug abusers who try to use it are 59.53% (BNN, 2017).

The prevalence of drug abuse in Indonesia is always increasing every year. It is estimated that as many as 3.8 million to 4.1 million people have used drugs in the past year or can be called current users in the 12–24-year age group. This figure continues to increase by referring to the results of research conducted by the National Narcotics Agency (BNN) with the UI Research Center, it is estimated that the number of people who use drugs reached 5.8 million people in 2015 (Kompasiana, 2015).
Throughout 2019, the Indonesian National Narcotics Agency (BNN) together with the National Police, TNI, Customs, and Immigration have succeeded in uncovering 33,371 cases of narcotics abuse and arresting 42,649 perpetrators. It was recorded that 24,878 people were arrested from 19,229 cases in Indonesia that were successfully uncovered by the National Police from January to June 2021. Within six months, the Police confiscated evidence in the form of 2.14 tons of marijuana, 6.64 tons of methamphetamine, 73.4 grams of heroin, 106 cocaine, 84 grams, 34 tons of gorilla tobacco, and 239,277 ecstasy pills. Previously, the Central Jakarta Police and the Metro Jaya Regional Police’s Drug and Drug Administration thwarted the circulation of 1,129 tons of methamphetamine from the Middle East network. The police secured the methamphetamine from four different locations, namely Bogor, Bekasi, East Jakarta, and Central Jakarta, from May to June 2021 (BNN, 2019). Furthermore, a national survey by the National Narcotics Agency and the Indonesian Institute of Sciences said the rate of drug abuse in Indonesia reached 3,419,188 people. Especially in 2020, especially in DKI Jakarta, which reached 5885 cases. Meanwhile, most students or college students start abusing drugs for the first time for reasons of wanting to try it, for fun, persuasion of friends, family problems, and problems at school (Wulandari, 2016).

The impact of substances caused by drugs on the human body that can attack organs such as the heart, brain, bones, blood vessels, lungs, nervous system, digestive system, and infected with dangerous infectious diseases such as hepatitis, herpes, tuberculosis, HIV, and AIDS. Other impacts that can be caused include mental disorders, mental depression, suicide, violence, and destruction (Kemenkes RI, 2017).

Adolescents who are at risk of drug abuse are teenagers who are active smokers, drinkers of alcohol, low levels of parental education, low socioeconomic status, high-stress levels, mental stress, the experience of getting and committing violence, and living in rural areas or small cities (Peltzer, 2017). While Narcotic users previously had a habit of drinking alcohol, which was 76%, had a habit of drinking alcohol until they were drunk by 51.3% (Sitorus, 2016).

The number of drug cases that occur currently is a health problem that has a large enough impact, namely the physical, emotional, and behavior of drug users. This needs attention because in this age group a person has the desire to try new things or is in the transition period from adolescence to young adulthood, so they are relatively more easily influenced by new things (Santrock, 2002).

Improving public health in the form of the ability to maintain and improve movement and function with the target of services being healthy people, one of which is Health Promotion efforts. Health Promotion is one of the activities that can increase public knowledge. This knowledge is expected to influence behavior. The existence of this health promotion is expected to generate motivation and also bring about changes in target behavior (Susilowati, 2016).

Increased knowledge of adolescents can be done with the help of media promotion, one of which is animated videos. Animated video is a media that combines audio media with visual media and can present objects in detail and can help understand difficult things, to increase knowledge about preventing drug abuse because the material contained in the media is complete and interesting so that respondents are easy to understand the content of the material submitted (Aisyiah et al., 2021).

Health Promotion according to Permenkes No. 44 of 2018 aims to empower the community through an activity to inform, influence, and help the community to take an active role in supporting behavioral and environmental changes as well as maintaining and improving health towards optimal health degrees. Health Promotion itself includes behavioral aspects, behavioral aspects, namely efforts to motivate, encourage and raise awareness or potential possessed by the community so that they are able to maintain and improve their health (Kemenkes, 2018).

METHOD

The type of research used in this study was quantitative using a quasi-experimental using one group pretest-posttest to see the effect of health promotion through animated videos on adolescent knowledge regarding drug abuse in Kampung Tengah, Kramat Jati sub-district, East Jakarta. The experimental design used was a pre-intervention after post-intervention design for one group (one group pretest and posttest). This design did not include a comparison (control) group, however, in this design, the subject was taken initial measurements (before the intervention) after which an intervention was applied by giving an animation video then the final measurement (after intervention).

This study was intended to examine the effect of health promotion through animated videos on the pretest (test before the intervention was given) and posttest (test after the intervention was given) knowledge of adolescents regarding drug abuse. The results of the final measurement (after the intervention) when compared with the initial measurement (before the intervention) if there is an effect, then the effect is the result of the intervention. These results indicate that there is an effect after the researchers provided intervention in the form of an animated video on the knowledge of adolescents in the Central village area.
RESULT

Table 1. Frequency Distribution of Research Respondent Characteristics (n=58)

| Characteristics | Frequency (n) | Percentage (%) |
|-----------------|---------------|----------------|
| Age             |               |                |
| 13-15 years     | 3             | 5.2            |
| 16-19 years     | 55            | 94.8           |
| Gender          |               |                |
| Male            | 35            | 60.3           |
| Female          | 23            | 39.7           |
| Education       |               |                |
| JHS             | 3             | 5.2            |
| SHS             | 47            | 81.0           |
| Students        | 8             | 13.8           |

Based on table 1 above, the results of the respondents in this study amounted to 58 respondents. The characteristics of respondents in this study consisted of age, gender, and education. It is known from the results of this study that 58 respondents in the Kampung Tengah area. Based on the age of the respondents, the highest was in the age group of 16-19 years, namely 55 (94.8%) respondents, under the age of 16 there were 3 (5.2%) respondents. Based on the respondent’s gender, the highest respondent’s gender was male, amounting to 35 (60.3%) respondents, while female respondents were 23 (39.7%) respondents. Characteristics based on the results of education, it was found that most respondents were at the SMA/SMK level, amounting to 47 people (81.0%), students amounting to 8 (13.8%) respondents, and the last one being at the junior high school level of 3 (5.2%) respondents.

Table 2. Distribution of the Frequency of Knowledge Before Intervention was given to Respondents in the Kampung Tengah Area

| Variable | Frequency (n) | Percentage (%) |
|----------|---------------|----------------|
| Knowledge|               |                |
| Not good | 37            | 63.8           |
| Good     | 21            | 36.2           |
| Total    | 58            | 100            |

Based on Table 2. above, it can be seen that the frequency of respondents based on the knowledge variable before being given to the respondent shows that some of the knowledge variables with the unfavorable category as many as 37 (63.8%) respondents and the good category as many as 21 (36.2%) respondents.

Table 3. Distribution of the Frequency of Knowledge After Intervention was given to Respondents in the Kampung Tengah Area

| Variable | Frequency (n) | Percentage (%) |
|----------|---------------|----------------|
| Knowledge|               |                |
| Not good | 2             | 3.4            |
| Good     | 56            | 96.6           |
| Total    | 58            | 100            |

Based on Table 3 above, it can be seen that the frequency of respondents based on the knowledge variable after being given to the respondent shows that some of the knowledge variables in the poor category are 2 (3.4%) respondents, while the good category is 56 (96.6 %) respondents.

Table 4. Effect of Health Promotion through Animated Videos on Adolescent Knowledge Regarding Drug Abuse in Kampung Tengah, Kramat Jati sub-district, East Jakarta City

| Knowledge | Mean | Negative ranks | Positive ranks | Ties | Z      | p-value |
|-----------|------|----------------|----------------|------|--------|---------|
| Pre-test  | 0.62 | 0              | 45             | 13   | -5.878 | 0.000   |
| Post test | 1.00 |                |                |      |        |         |

200
Based on table 4 above, the results of the analysis showed that the average knowledge of adolescents before the intervention was 0.62 and after the intervention was 1.00. test results Wilcoxon obtained p value 0.000 (p<0.05) then H₀ is rejected, and H₁ is accepted, it can be concluded that there is an effect of Health Promotion on Adolescent Knowledge related to drug abuse in the Middle village area, Kramat Jati sub-district, Jakarta city East.

**DISCUSSION**

Characteristics of respondents in this study consisted of age, gender, and education. It is known from the results of this study that 58 respondents in the Kampung Tengah area. Based on the age of the respondents, the highest was in the age group of 16-19 years, namely 55 (94.8%) respondents, under the age of 16 there were 3 (5.2%) respondents. Based on the respondent's gender, the highest respondent's gender was male, amounting to 35 (60.3%) respondents, while female respondents were 23 (39.7%) respondents. Characteristics based on the results of education, it was found that most respondents were at the SMA/SMK level, amounting to 47 people (81.0%), students amounting to 8 (13.8%) respondents, and the last one being at the junior high school level of 3 (5.2%) respondents.

Knowledge is a result that comes from curiosity through sensory processes, especially in the eyes and ears for certain objects. Knowledge is an important domain in the formation of open behavior. Knowledge or knowledge is the result of human sensing or the result of a person on an object through his five senses. A person's knowledge is mostly obtained through the sense of hearing and the sense of sight (Donsu, 2017).

This study is in line with research conducted by Zaen in 2017 it can be concluded that there is a significant relationship between the level of knowledge and student attitudes about drug abuse at SMAN 1 Sleman with a p-value of 0.000. Most students have a sufficient level of knowledge about drugs as many as 59 (70.2%) and have a positive attitude about drug abuse as many as 82 (97.6%) respondents. The closeness between the level of knowledge and attitudes of students at SMAN 1 Sleman is 0.434 with a medium category.

Another study conducted by Angio (2016) stated that the case discussion method was effective in increasing adolescent knowledge about the dangers of drug abuse, with a p-value = 0.000 (p<0.05), with an average value before discussion 68.89 and after discussion. discussion increased to 80.55. This shows that there is an increase in knowledge before the discussion and after the discussion. Researchers believe that adolescents who have a desire to continue to seek information about the dangers of drugs will greatly affect their knowledge. The more information that is sought, the knowledge of a person will be wider and increase.

The results of the analysis between the effect of Health promotion through animated videos on adolescent knowledge related to drug abuse carried out using the Wilcoxon obtained 0.000 (p<0.05), meaning that H₀ is rejected, and H₁ is accepted, it can be concluded that there is an effect of Health Promotion on Adolescent Knowledge related to abuse. Drugs in the Middle village area, Kramat Jati sub-district, East Jakarta city. This research is in line with research conducted by Rahmah, Setiono, & Telusa (2021), showing that animated video media has more influence on junior high school student's knowledge of Covid-19 than short films. The average value of knowledge of junior high school students who were given an animated video media intervention was 14.17, this value was greater than the average value of students who were given a short film media intervention which had an average value of 13.80.

Another study conducted by Printina in 2016, concluded that, among other things, there was a significant effect on the intervention group who was given health promotion through video vlog on the level of knowledge about drug abuse with a p-value of 0.000. Based on the results of the study, the intervention group experienced an increase in the mean before giving health promotions from 5.9 to 6.3 after being given health promotions through vlog media. Based on the results of the study, it can be concluded that health promotion through animated videos is very influential on adolescent knowledge. When a group of teenagers is given education about the dangers of drugs, they will realize that drugs are very dangerous for their bodies. It is hoped that the role of health workers can be educators and health resource persons for the community, especially teenagers who have not or have been involved in drug abuse. So that they can develop broader and deeper knowledge in studying the dangers of drugs. And multiply advertisements or health promotions about the dangers of drug abuse. so that it can damage internal organs and can make life uneasy. With the promotion of health through animated videos, teenagers will be able to control themselves not to abuse drugs.

**CONCLUSION**

There is an effect of health promotion through animated videos of adolescent knowledge in the Kampung Tengah area. It really takes a variety of creative health promotion methods to be able to attract and increase adolescent knowledge especially about drugs.
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