

The Influence of Education Through *The Landlord's Game* on Level of Knowledge About Sexual Violence

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Abstract. Cases of sexual violence in Indonesia continue to increase year by year, and the victims are not only adults but also involve children. This incident is the impact of the lack of educational game education from an early age. The purpose of this study is to determine the influence of education through *The Landlord's game* on the level of knowledge of sexual violence. This type of research uses quantitative research using a quasi-experimental design with a one-group pretest posttest approach. The researcher used a random sampling technique with 256 research subjects. The simple sample technique in the study used the purposive sampling method which was calculated with the slovin formula and produced as many as 38 samples. The test used is the Wilcoxon test. The results of the bivariate test showed that Z calculated -3.766 and the p-value was $0.000 < 0.05$. So it can be concluded that if $p\text{-value} = 0.000 < 0.05$, it means that there is an influence of education through the *landlord's game* on the level of knowledge of sexual violence at SMA Negeri 6 Semarang City.

Keywords: the landlord's game; sexual violence; knowledge level

1. INTRODUCTION

Most victims of sexual violence are experienced by children. Many children have their rights violated and lack adequate protection from their families, communities, or governments. They are also victims of violence, exploitation, persecution and inhumane actions. Sexual violence against elementary schools, especially in Semarang, is very worrying. Based on data obtained by the Semarang City Women's Empowerment and Child Protection Office, there are currently 35 cases consisting of 3 male victims and 32 female victims. In the recent past, two cases of sexual harassment occurred in Semarang which resulted in the death of elementary school children. Handling cases like this requires the role of all parties. (Semarang City Women's Empowerment and Child Protection Office, 2023).

Therefore, in facing problems like this, we should be aware and able to protect ourselves from strangers. (Margaretta & Kristyaningsih, 2020). The first step to overcome these problems is to equip children with good and correct educational games. Because of this, it becomes a forum for the next generation of the nation and can continue to come up with ideas or steps that can alleviate the problem. One form of education that is beneficial for children, especially today, is game-based educational games.

We took the initiative to create an educational game called "*The Landlord's*". This game

was created to educate children and the community about the importance of overcoming sexual violence from the beginning of the school year. We chose this game because it teaches children about the importance of caring for and taking care of themselves, and how to overcome the escalation of sexual violence problems. Through play, children absorb the material given more quickly because childhood is a time of play and learning. Children can learn rules, discipline, responsibility and independence, understand their friends' feelings, and practice working with others. In addition, the game can also increase players' awareness of the importance of protecting themselves from strangers.

2. METHOD

This type of research uses quantitative research using a quasi-experimental design with a one-group pretest posttest approach. The researcher used a random sampling technique with 256 research subjects. The simple sample technique in the study uses the purposive sampling method which is calculated with the slovin formula and uses a sampling technique with inclusive and exclusive criteria so that a sample size of 38 samples is obtained. The data collection instrument in this study uses a standard questionnaire instrument with a closed ended question. The questionnaire in this scientific paper research is made by the researcher himself by conducting validity and reliability tests first using computer analysis by the researcher himself. (Angioni et al., 2021). The method used is where by distributing a pre-test questionnaire first, then the respondent chooses the answer to the question. After filling out the questionnaire sheet, respondents were then given education through games *The Landlord's* against the level of knowledge of sexual violence once for approximately 30 minutes. After providing education through games *The Landlord's* Respondents were asked to fill out the same questionnaire or Post test which aimed to see a comparison of the level of knowledge of sexual violence before and after the provision of game education *The Landlord's*. The collected data was then processed with SPSS version 23 with data analysis techniques using Wilcoxon.

3. RESULT

The results of the study showed that the distribution of respondent characteristics based on gender was related to the level of knowledge of sexual violence. The following is data on the distribution of respondent characteristics:

Table 1.

Frequency distribution of respondent characteristics (n:38)

Respondent characteristics	Sum	Percentage (%)
Gender		
Man	19	50,0%
Woman	19	50,0%
Total	38	100%
Age		
15 years	12	31,6%
16 years	23	60,5%
17 years	2	5,3%
19 years	1	2,6%
Total	38	100%

Based on table 1 above, it shows the characteristics of respondents based on the level of knowledge of both male and female gender in students of SMA Negeri 6 Semarang is comparable, where 19 respondents (50.0%) are male and 19 respondents are female (50.0%). And for a total of 38 respondents here (100.0%). Meanwhile, the characteristics of the respondents based on the age above are known that for the vulnerable age of the respondents, the level of knowledge of sexual violence at SMA Negeri 6 Semarang is 15 years old as many as 12 respondents (31.6%), 16 years old as many as 23 respondents (60.5%), 17 years old as many as 2 respondents (5.3%), 19 years old as 1 respondent (2.6%), and for a total of 38 respondents (100.0%) here.

Table 2.

Distribution of the level of knowledge about sexual violence before being educated through *The Landlord's* game (n=38)

Level of Knowledge	Sum	Percentage (%)
Less	11	28,9%
Enough	7	18,4%
Good	20	52,6%
Total	38	100%

Table 2 shows the results of the pre-test, it is known that most of the respondents based on the level of knowledge about sexual violence before being given education through The Landlord's games have a low level of knowledge of 11 respondents (28.9%), a sufficient level of knowledge as many as 7 respondents (18.4%), and a good level of knowledge as many as 20 respondents (52.6%), and for a total of 38 respondents (100.0%).

Table 3.

Distribution of knowledge levels of sexual violence after being educated through *The Landlord's game* (n=38)

Level of Knowledge	Sum	Percentage (%)
Less	2	5,3%
Enough	15	39,5%
Good	21	55,3%
Total	38	100%

Table 3 shows the results of the post test, it is known that most of the respondents based on the level of knowledge about sexual violence after being educated through The Landlord's game have a low level of knowledge of 2 respondents (5.3%), a sufficient level of knowledge of 15 respondents (39.5%), and a good level of knowledge of 21 respondents (55.3%), and for a total of 38 respondents (100.0%) here.

Table 4.

The effect of *The Landlord's game* on the level of sexual violence knowledge

Level of Knowledge	Fraction	Z count	P-value
<i>Negative Rank</i>	3	-3,766	0,000
<i>Positive Rank</i>	22		
<i>Ties</i>	13		
Sum	38		

Table 4 can be seen from the statistical test with the wilcoxon test that the analysis of the influence of The Landlord's game on the level of knowledge of sexual violence in SMA N 6 Semarang students from 38 respondents was obtained 22 respondents increased after being given education in The Landlord's game, 13 respondents did not increase or remained the same after being given education in The Landlord's game, and 3 respondents experienced a decrease after being given education in The Landlord's game. Z calculates -3.766 and the p-value is $0.000 < 0.05$. So it can be concluded that if $p\text{-value} = 0.000 < 0.05$, then H_a is accepted and H_o is rejected, which means that there is an influence of The Landlord's game education on the level of knowledge about sexual violence at SMA N 6 Semarang.

4. DISCUSSION

Respondent's Character

Research by Ishak (2020) shows that women in an educational institution have a high prevalence of being victims of sexual harassment, especially if women are a minority in the institution. Women who are in the majority generally show lower rates of sexual violence. However, this does not mean that male students do not have the risk of becoming victims of

sexual violence. Urbayatun et al., (2023) reported that boys have the same vulnerability as girls to sexual violence behavior. The phenomenon of sexual abuse of boys is not only carried out by adults, but also by peers. Therefore, it is important to educate boys and teenage boys about friendship. Attention needs to be directed to same-sex friendships because sexual harassment occurs both between the opposite sex and the same sex and is committed by minors to minor victims.

Based on the results of the study, it can be explained that gender is a condition to see men and women by looking at inherent physical characteristics. Socially, gender or its social construction is called gender, which is a trait that society places on men and women. In this researcher, men and women have quite the same level of knowledge. This knowledge of students at SMA N 6 Semarang can be said to be sufficient from 38 respondents due to the lack of information about sexual violence that is one of the factors that can affect the occurrence of sexual violence.

In the developmental stages of adolescent life, adolescents experience cognitive changes related to Piaget's theory, adolescent selfishness, information processing in Piaget's theory, when the child is 11 years old, the fourth and final stage of cognitive development, or formal activities. The phase begins with abstract vs concrete operational thinking. Adolescence is the time when the reproductive organs function and the hormonal system functions. Naturally, teenagers are very interested in sex. Adolescents' curiosity is usually channeled through conversations with peers, seeking information from pornographic sources, and then practicing with themselves, girlfriends, best friends or others. Adolescents rarely involve their parents in discussing deeper sexual issues. Efforts that can be made so that students avoid sexual violence are by providing an understanding of education about sexual violence to children from an early age. That understanding of sexual violence education in children is very important so that they can protect themselves from deviations and sexual violence that can arise from the nearest environment. One of the ways that can be done through education through games is that most shivas prefer because they play while learning so students will find it easier to understand. (Rohimah, 2024).

Level of Knowledge of Sexual Violence Before Being Given Education Through The Landlord's Game

In collecting data on 38 respondents, a pre-test was given to find out the level of knowledge of school-age children of 15-19 years old about sexual violence before being educated through *The landlord's game*, the results of this pre-test obtained results of 28.9%, namely 11 respondents in the poor category, 18.4%, namely 7 respondents in the sufficient

category, and 52.5%, namely 20 respondents in the good category. After a pre-test was carried out to find out the level of knowledge of school-age children, regarding the effectiveness of providing education through *The Landlord's game* to the level of knowledge of adolescents, before being given educational interventions about *The Landlord's game*, the most knowledge with good results was 52.5%, namely 20 respondents.

This shows that adolescents have good knowledge about sexual violence. Because there are subjects that mention the reproductive organs that increase students' knowledge about the prevention of sexual violence. This is in accordance with the (Sari, 2023). However, there is also a lack of knowledge with a result of 28.9%, namely 11 respondents. According to the results of the study, the researcher concluded that the lack of knowledge and information about sexual violence was caused by the lack of education at the level of knowledge of sexual violence, because at SMA Negeri 6 Semarang City, this is the first time education is provided through games *The Landlord's* about sexual violence. Therefore, it is necessary to provide complete information to children to increase their knowledge of the importance of taking care of themselves to avoid unwanted things. (Sari, 2023).

The Level of Knowledge of Sexual Violence After Being Given Education Through The Landlord's Game

This research was conducted on 38 respondents. Furthermore, the researcher provided education on the level of knowledge of sexual violence through *The landlord's game* and then conducted a post-test to respondents who had been given sexual violence education through *The landlord's game* with a result of 5.3%, namely 2 respondents in the poor category, 39.5%, namely 15 respondents in the adequate category, and 55.3%, namely 21 respondents in the good category, a total of 38 respondents. Based on the results of the study, it was shown that from 38 respondents after providing education on *The Landlord's game*, the majority of respondents with a good level of knowledge increased to 55.3%, namely 21 respondents.

The use of education through games can help focus students' attention, make it easier to understand the material provided, increase response and enthusiasm for learning, and petrify the information obtained because learning becomes more real and interesting than just reading, and increases student-centered learning (Lestari et al., 2021). Adolescents will be able to sort out actions that should be taken and adverse actions if carried out through clear and appropriate information and education about the signs of sexual violence, one of which is through counseling and providing education through *The Landlord's game*.

The respondents in this study experienced an increase in the majority of knowledge about sexual violence after being educated through *The Landlord's game* according to theory. That

the purpose of education is to increase knowledge to change the behavior of individuals and/or communities in the health sector (Sari, 2023). The results of the study showed that the average respondent could answer the signs of sexual violence when asked by the researcher.

Analysis of the Influence of Education Through *The Landlord's Game* on the Level of Knowledge of Sexual Violence

From the results of the research before and after the provision of sexual education through *The Landlord's game*, a statistical test was carried out using the Wilcoxon test where the results of this test were to find out whether there was an influence. The results of the bivariate test were processed and analyzed using the Wilcoxon test obtained a p-value of $0.000 < 0.05$ so that it was concluded that the p-value = $0.000 < 0.05\%$ then H_a was accepted and H_o was rejected which means that there is an influence of providing education through *The Landlord's game* on the level of knowledge of sexual violence at SMA Negeri 6 Semarang City. This proves the influence of providing education through *The Landlord's game* on the level of sexual violence knowledge, this is all evidenced by the results of research that shows an increase in sexual violence knowledge in students of SMA Negeri 6 Semarang City.

According to (Margaretta & Kristyaningsih, 2020) Knowledge is the result of human sensing or the result of knowing a person after sensing a certain object. Sensing occurs through the five human senses, namely the senses of sight, smell, taste, and touch, most of human knowledge is obtained through the eyes and ears. So it can be concluded that the provision of this education is effective in increasing the knowledge of a person in this cell, namely children. The media used by the researcher in the process of delivering material uses a game called *The Landlord's*. The modification of this self-designed game explains about sexual violence using a monopoly-like design, the duration of approximately 30 minutes contains about, body parts that should not be seen, touched, and touched by others presented with various examples of questions accompanied by pictures. The media using this game is more widely accepted by children. Children are more interested in playing the game and will be more receptive and understanding of the material.

This study obtained the results that from providing sexual violence education through games designed such as monopoly, it can provide individuals with knowledge, and can create behavior in a person, especially in the introduction of sexual education to children. This is evidenced by the results of the knowledge of all respondents. This means that respondents are able to receive the information provided. Of course, providing knowledge about sexual violence through *education in The Landlord's game*. The researcher also assumed that the value of respondents' attitudes after being given education through *The Landlord's game* about the

level of knowledge of sexual violence increased.

5. CONCLUSION

Based on the characteristics of respondents by age and gender, most of the respondents with the age of 16 years were 23 people (60.5%). And most of the respondents with female and male genders were comparable to the female results of 19 respondents (50.0%), and male gender as many as 19 respondents (50.0%). Based on the level of knowledge of sexual violence at SMA N 6 Semarang, most of them have good knowledge in sexual violence knowledge as many as 21 respondents (55.3%). There is an influence of education through The Landlord's game on the level of sexual violence knowledge at SMA N 6 Semarang.

6. BIBLIOGRAPHY

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