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ABSTRACT

THE EFFECT OF USING ANIMATED VIDEO MEDIA ON THE IMPROVEMENT OF KNOWLEDGE OF KELAS XI STUDENTS AND STUDENTS ABOUT HIV / AIDS AT SMKN 2 TASIKMALAYA

HIV(Human Imunnodefiency Virus) and AIDS (Acquired Immunodeficiency Syndrome) are diseases that continue to develop and became the global health problem in both developed and developing countries. In Tasikmalaya City, the number of new HIV / AIDS case findings in 2019 was 107 cases, in the last 3 years, the incidence rate has fluctuated and indicated an increase. Health Kota Tasikmalaya concluded that adolescents aged 15-24 are very vulnerable to contracting HIV / AIDS. The research objective was to determine "The Effect of Using Animated Video Media on Increasing Knowledge of Students and Students of KELAS XI, Department of Computer and Network Engineering about HV / AIDS at SMKN 2 Kota Tasikmalaya." The methoe of this research is quantitative with the type of research is pre-experimental withresearch design one group pre-test-post test. The sample in the study was 72 students of class XI SMKN 2 Tasikmalaya by selecting a sample according to the inclusion criteria, namely as many as 65 students. The sampling technique used total sampling. Data analysis using thetest T-dependent showed the difference between thescores pre-test and post-test (p = 0.000), meaning that there was an educational effect on HIV / AIDS Prevention Knowledge using animated video media.

Keywords: HIV / AIDS preventionm\, knowledge, animated video