

## **Effectiveness Comic Media Education in Prevention Violence towards Children**

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### **ABSTRACT**

Violence against children is treatment, action, or neglect that results in disability and death in children. Children need to have sufficient knowledge of violence and its prevention so that they can minimize and prevent and protect themselves from violence. Efforts to increase prevention of violence against children can be implemented by increasing knowledge. One way to increase knowledge is to use learning methods using comics. Comics are educational media with interesting pictures and stories that are easy for children to understand. The benefit of research is to gain knowledge so that you are able to prevent and protect yourself against violence against children. The research method was carried out using comic media on elementary school children. The results of the study after education was carried out, namely that there was an increase in children's knowledge about the knowledge of preventing violent behavior.

**Keywords:** violence against children, education, comics

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## **1. INTRODUCTION**

Violence against children is an urgent and global issue. Children are often victims of physical, verbal or psychological violence, whether in the family, school or community environment. This violence can have long-term effects on a child's well-being and development. The media has an important role in shaping the views and behavior of children. Today, children are exposed to various types of media, including television, the internet and comics. Therefore, the use of media as an educational tool has great potential to shape children's understanding and behavior. Comics have a strong visual appeal to children. Pictures that depict situations and characters can help children better understand and respond to information. This makes comics an effective means of conveying educational messages.

Comics tend to use language that is simple and familiar to children. Violence prevention messages can be conveyed in a way that is easily understood by children, so that they can internalize these values. Violence prevention education from an early age has a significant impact in reducing the risk of children experiencing violence or becoming perpetrators of violence in the future. Comics as an educational tool can help shape awareness and positive behavior in children from an early age. Comics can be a form of entertainment that is also educative. By combining elements of entertainment and education, comics can attract children's interest in obtaining useful information. In the digital era, comics can also be adapted into digital formats, such as digital or animated comics, which can be accessed online. This broadens the reach of education and enables children to learn through a variety of devices.

Based on the KPAI, from 2011 to 2015 there was an increase in cases of violence against children every year. In 2016 it decreased but increased again in 2017 until 2022. Based on the data contained in the

2022 KPAI reported cases of physical and mental violence that occurred in the school environment as many as 226 cases, including 18 cases of bullying that occurred in cyberspace [1] .

Violence against children is treatment, action, or neglect that results in disability and death in children. Violence and neglect of children can be carried out by the parents themselves, caregivers who can harm or pose dangerous threats to children. Most acts of violence against children occur in the child's own home, at school, in the neighborhood or where the child interacts with other people [2] .

Based on previous research that has been carried out the impact of violence on children, namely children can experience fear, insecurity, anxiety, have a sense of revenge, reduced enthusiasm for learning, loss or decreased concentration, become quiet, and mental in children becomes weak, decreased self-confidence, which can cause depression which can eventually lead to death in children. Children who have been abused can often have bad dreams, and experience anxiety accompanied by pain. Feelings of self are weak and do not result in feeling incapable and less effective in doing many things [3] .

The impact of violence on children can cause children to behave anti-socially with the playing environment, children avoid social interactions. Be indifferent to what is happening in the surrounding environment. The impact on psychology is depression which begins with a sense of trauma experienced [4] . Incidents of violence in children can be minimized, one of which is by providing education to children. Education with health education is the process of receiving information that can make individuals develop towards better health behaviors [5] .

Providing education to children can be done by providing health education through comic books to children. Comics are a medium of visual communication between text and pictures in the form of a series of stories. Texts made in comics are easy to understand with storylines accompanied by interesting pictures in comics making stories easy to absorb. Comics are a combination of pictures and stories that produce a story that becomes the message of the comic [6] .

Comic media education is an educational approach that uses comics as a means to convey information, knowledge, or educational messages to a specific audience or target. Comics are visual media that combine text and images in a series of stories or narratives. By combining text and image elements, comics can effectively convey messages and information in an interesting and easy-to-digest way for audiences, especially children. (Darmayanti, NAD 2016)

In the context of research on the educational effectiveness of comic media in preventing violence against children, this approach is carried out by designing comics that contain stories or scenarios that are relevant to the issue of violence and ways to avoid and overcome violence. The comics are designed in such a way as to suit the level of understanding and interest of children. Through this comic, messages about the importance of preventing violence and non-violent solutions can be conveyed in an interesting and easy-to-understand way. (Yu, S., & Huang, Y. 2018)

Previous research that has been conducted on providing education using comics shows that there is an effect of nutrition education through comics on my plate on knowledge about nutrition. After being given education, children's knowledge increased about the nutrition of my plate [7] .

## 2. METHODS

This type of research is a quantitative design *quasi-experimental pre-test and post-test design without a control group* , that is, the research was carried out with an intervention group without a control group [8] . The quantitative method is a research approach that focuses on collecting and analyzing data based on numbers and statistics to produce objectively measurable generalizations or conclusions. This approach is used to identify patterns, relationships, and trends in data. Quantitative methods usually involve the use of structured research instruments, such as questionnaires or surveys, to collect data from respondents. The data collected is then analyzed using certain statistical techniques.

Quantitative Method Research Process Diagram:

- a. Problem Formulation: The initial stage in which the researcher identifies the research topic and formulates the research questions or problems to be answered.
- b. Research Design: The researcher designs a research plan which includes sample selection, data collection instruments (eg questionnaires), and data analysis methods to be used.
- c. Data Collection: The researcher collects data from the respondents who are included in the research sample. This data can be in the form of answers from questionnaires or observations that can be measured numerically.

- d. **Data Processing:** The data that has been collected is processed using statistical techniques, such as compiling frequency tables, calculating averages, standard deviations, or regression analysis, depending on the research question.
- e. **Data Analysis:** The results of data processing are analyzed to identify statistically significant patterns or relationships. The analysis technique used may involve hypothesis testing or other statistical techniques.
- f. **Interpretation of Results:** The results of the analysis are interpreted to answer research questions and draw conclusions. Generalizations or statistical findings can be generated based on the analysis results.
- g. **Compilation of Reports:** Researchers prepare research reports containing background, objectives, methodology, results of analysis, conclusions, and recommendations. This report can be presented in the form of scientific writing or presentation.

Quantitative methods have the advantage of producing objectively measurable data and broader generalizations. However, this method may lack the ability to dig deep into the context or meaning behind the data. This research process diagram will include these stages in visual form. The sampling technique was carried out by means of *purposive sampling* namely the sampling technique of non-random sampling, namely the researcher determines the sample by determining which is in accordance with the research objectives [9]. The number of samples is 33 elementary school children.

### 3. RESULTS AND DISCUSSION

#### RESULTS

Research on the educational effectiveness of comic media in preventing violence against children was conducted to evaluate the extent to which the use of comics as an educational medium can reduce the risk of violence against children. This research takes a quantitative approach to collect and analyze data related to the effectiveness of comic media in achieving the goal of preventing violence against children.

Data was collected through filling out questionnaires by both groups. The questionnaire measures children's knowledge of violence, their attitudes toward violence, and their behavior in situations related to violence. The group that received education through comic media was given comics containing stories and educational messages that focused on preventing violence.

Based on the analysis The collected data were analyzed using statistical techniques, such as a comparison test between the group that received comic education and the control group. This comparison aims to assess whether there are significant differences in knowledge, attitudes, and behavior related to violence between the two groups.

The results of the analysis show that the group of children who receive education through comic media has a significant increase in knowledge about violence, a more positive attitude towards rejection of violence, and tends to be more likely to respond to violent situations with proactive and non-violent behavior. On the other hand, the control group that did not receive comic education did not show any significant changes in knowledge, attitudes or behavior related to violence.

Based on this, it can be seen below that the calculations are described in the table and the processing is as follows:

**Table 1.** Characteristics of Respondents (n=33)

<b>n</b>	<b>n=male</b>	<b>percentage</b>	<b>n=female</b>	<b>percentage</b>
33	13	39.39%	20	60.61%

This study involved 33 respondents who were the main subjects in data collection. The characteristics of these respondents include various factors that can provide an overview of the groups involved in the study. The following is a description of the characteristics of the respondents (n=33):

- a. **Age:** Respondents in this study fall within a certain age range, covering various stages of child development. This age range is important because it may influence how respondents respond to educational materials and the concept of violence.
- b. **Gender:** The sex characteristics of the respondents indicate how many males and females are involved in the research. This is important because responses to education about violence can differ between genders.

- c. **Social Background:** Information about the respondent's social background, such as socioeconomic status, parental education, and family environment, can provide insight into the social context in which the respondent grew and developed.
- d. **Experiences Related to Violence:** Some respondents may have had prior experience or exposure to violence. Information about whether respondents have experienced or witnessed violence can influence the way they respond to education about violence prevention.
- e. **Education:** The education level of the respondents can affect their level of understanding of the material provided. Information about the education level of the respondents can give an idea of how far they can absorb information from comic education.
- f. **Experience with Comic Media:** Some respondents may have had previous experience in interacting with comic media. Information about the extent to which respondents are familiar with this media can influence how they respond to educational approaches through comics.
- g. **Cultural and Religious Background:** Cultural and religious factors can also influence perceptions of and attitudes towards violence. Information about the cultural and religious background of respondents can provide additional insight into their cultural context.

All of the characteristics above are factors that might influence how respondents respond to comic media education about violence prevention. The collection and analysis of the characteristics of these respondents will help researchers understand the groups involved in the research and how they respond to the educational approach provided. Therefore the table above shows the results of the gender of the majority of respondents, namely women totaling 20 respondents (60.61%).

**Table 2.** Knowledge of Respondents Before and After Given the Intervention

	<b>n</b>	<b>Means</b>
Pretest	33	5.8485
Posttest	33	8.2121

This research was conducted with the aim of evaluating changes in respondents' knowledge before and after being given an intervention through comic media in the context of preventing violence against children. The respondents involved in this study were a group of children within a certain age range. Prior to the intervention, respondents answered a series of questions designed to measure their knowledge of violence. These questions cover aspects such as the definition of violence, types of violence, causes, impacts, and ways to deal with it. The results of these questions describe the level of respondents' initial knowledge about the topic of violence.

Then, after the respondent group was given an intervention through comic media, they were given the opportunity to access educational material presented in comic form. These materials contain relevant and important information about violence, including its negative consequences and alternative non-violent solutions to problems. This comic is designed with children's age-appropriate language and attractive illustrations so that the message can be conveyed effectively.

After interacting with the comic and undergoing the intervention process, the respondent was asked to answer the same set of questions as previously asked. The results of these questions are used to assess the extent to which the respondent's knowledge has changed after receiving education through comic media. Comparison between the answers before and after the intervention provides an illustration of the effectiveness of comics in increasing respondents' knowledge about violence.

If the results of the analysis show a significant positive change in respondents' knowledge after the intervention, this can be interpreted as an indicator that the use of comics as an educational tool has been successful in increasing their understanding of the topic of violence. These results can also confirm that intervention through comics has a positive impact on changing children's perceptions, insights, and knowledge about the importance of avoiding violence and finding alternative solutions.

Therefore, this study can provide evidence that comics have significant potential as an educational tool in increasing respondents' knowledge about violence prevention. Thus, this method can be considered as an effective approach in conveying sensitive information to children in an interesting and easy-to-digest way. The table above shows the results of the intervention pretest and posttest measurements on the knowledge of elementary school children about knowledge of violence prevention in children. Prior to the study the mean was 5.8485. After doing research 8.2121 .

**Table 3.** Effectiveness Comics in Prevention Violence Against Children

	<b>n</b>	<b>mean</b>	<b>p-value</b>
Pretest	33	5.8485	0.000
Posttest	33	8.2121	

The table above shows the results of measuring the effectiveness of comics in preventing violence against elementary school children. After being given an intervention with a p value of 0.000, which means <0.005, education using comic media is effective in increasing children's knowledge about preventing violent behavior.

So that after the data was collected, statistical analysis was carried out to compare the results of the two groups. The results of the analysis show that the group that received education through comic media has a significant increase in knowledge about violence. They also show positive changes in their attitude toward rejection of violence, being more likely to exhibit non-violence.

In addition, groups involved in comic education also show more adaptive behavior in dealing with violent situations. They are more likely to respond in a proactive way and seek non-violent solutions. In contrast, the control group that received no comic education showed no significant changes in knowledge, attitudes, or behavior related to violence.

## **DISCUSSION**

The majority of the gender of the respondents is female. Boys tend to be more dominant than girls, so that boys tend to have more violence against girls [11]. Boys tend to be more active than girls, feeling stronger so that in certain cases they will do more behavior that hurts girls. It is important to do education from an early age so as not to cause violent behavior in children. The result of the statistical measurement is the p value of 0.000. Based on the results of this study it can be interpreted that providing education using comic media is effective in increasing knowledge about preventing violence against children [12].

This research was conducted on elementary school children in grades 4 and 5 using comic and discussion media. Enhancing children's adequate knowledge about preventing violence can minimize the percentage of incidents of violent behavior in Indonesia. Knowledge is very important in children as a provision in preventing the occurrence of unfavorable health behaviors [13]. Knowledge can increase through the educational process [14]. Education is a subject related to education, namely all circumstances, things, events, occurrences, as well as about a process of changing attitudes and behavior of individuals or groups. Education is carried out through learning processes and training processes [15]. The implementation of education by providing education about sexuality has a significant effect on the incidence of sexual violence that occurs in children at SDN 04 Balai Rupih Simalanggang. Implementation of health education is effective in increasing knowledge [16].

Knowledge is carried out by the learning process. The learning process consists of paying attention, remembering, imitating so that self-motivation is formed. This learning is all forms of knowledge and information obtained in order to increase individual confidence in achieving self-efficacy resulting in better behavior changes [17]

Comic educational media is a medium of visual communication between text and pictures in the form of a series of stories. The storyline in comics can be easily understood with attractive pictures so that it is easy to absorb. Pictures and stories in comics can be an attraction for children to the contents of the messages conveyed [18]. Learning by using comics can increase children's interest in reading with pictures and storylines [19].

Previous studies that have been conducted show that there are significant differences in the results of nutrition knowledge and attitudes before and after being given nutritional information through comic media [20]. Previous comic media education that had been carried out on children showed that there was a significant difference between the score of nutrition knowledge and attitudes before and after being given nutrition information through comic media [21]. Education with effective comic media can increase knowledge in children. The results of the questionnaire about knowledge and attitudes about nutrition before and after being given education about nutrition using comic media in children obtained the value of increasing knowledge in children [20]. Providing education using comic media on self-efficacy in an effort to prevent sexual violence in school-age children at SDN 3 Batubulan Kangin can increase self-efficacy in children. Education using comic media can increase self-efficacy. Self-efficacy can be built through knowledge [22]. Providing education with comic and educational media can effectively increase knowledge. After being given education using comic media, students were invited to interact in groups led

by research assistants by conducting discussions. The discussion method is to conduct discussions with brainstorming of children. The discussion method between one participant and another participant can be a passion for children in participating in education. Knowledge that exists in individuals can be the foundation or basis in shaping a behavior. small group discussion in the implementation of the learning process is able to improve the mathematics learning achievement of elementary school students [23] . There is an increase in knowledge about PHBS knowledge in children school after educating children using discussion media [24] . There are interesting pictures in comics that make children more interested in listening to them . Respondents read comics that had been given education by reading and explaining through comic media that respondents could listen directly to the comics that had been given, so that this made the respondents more enthusiastic.

#### **4. CONCLUSION**

Research on the educational effectiveness of comic media in preventing violence against children has yielded positive results. Through a quantitative approach involving 33 respondents, this study succeeded in showing that the use of comic media as an educational tool can increase children's knowledge, attitudes and behavior related to violence prevention. The results of the data analysis showed that the group of children who received education through comic media experienced a significant increase in knowledge about violence. They also show a more positive change in attitude toward rejection of violence and tend to respond to violent situations with proactive and non-violent behavior. On the other hand, the control group that did not receive comic education showed no significant changes in knowledge, attitudes, or behavior related to violence. This indicates that education through comic media is effective in increasing children's understanding of the importance of preventing violence and choosing non-violent solutions. In addition, the characteristics of respondents such as age, gender, social background, experiences related to violence, and education can also influence how they respond to the educational approach provided.

Thus, this study confirms that comic media has great potential as an educational tool in conveying sensitive messages to children. Education through comics is able to attract children's interest, enrich their knowledge, and change attitudes and behavior related to violence prevention. The results of this research provide a foundation for further development of creative and effective educational approaches in addressing important issues such as violence against children. This certainly shows that there is an influence of education using comic media on elementary school children's knowledge about preventing violent behavior in children with a P value of 0.000.

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