

ABSTRACT



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“THE INFLUENCE OF MONOPOLY GAME TO CHANGES IN KNOWLEDGE AND CONSUMPTION ATTITUDE OF PROCESSED FOOD THAT IS CONTAINING FOOD ADDICTIVE AT SEVENTH GRADE IN SMPN 220 JAKARTA”

This thesis consists of 6 chapter, 170 pages, 12 tables, 3 pictures, 7 attachments

Background : Adolescents are vulnerable to changes in the surrounding environment, especially the effect on food consumption problem. Knowledge of nutrition plays a very important in the use and choice foodstuff with good to achieve a state of balanced nutrition. Besides knowledge, that influence adolescent behavior in the selection of food is an attitude, because the attitude will direct the behavior directly. Various methods that encourage participation and involvement of adolescents in the learning activities include games. **Purpose :** To know the influence of monopoly game to changes in knowledge and consumption attitude of processed food that is containing food addictive. **Methods :** Type of research is the Pre-Experimental Design with the design of the study one group pretest - posttest. The sampling technique used is Systematic Random Sampling. Total sample was 49 students. **Result:** Wilcoxon test results showed a significant difference in the mean score of knowledge and attitude of the samples ($p < 0.05$).

Conclusion : The use of media monopoly game can improve knowledge and attitudes about the consumption of processed foods that is containing Food Additives.

Reading List : 112 (1998-2015)

Keywords : knowledge, monopoly game, adolescent, attitude.