

**PENGARUH PEMBERIAN STIMULASI DENGAN MEDIA KARTU
PERMAINAN MANJUJAI TERHADAP PERKEMBANGAN MOTORIK ANAK
USIA 12-36 BULAN DI WILAYAH KERJA PUSKESMAS BELIMBING TAHUN**

2025

OLEH :



FAKULTAS KESEHATAN MASYARAKAT

UNIVERSITAS ANDALAS

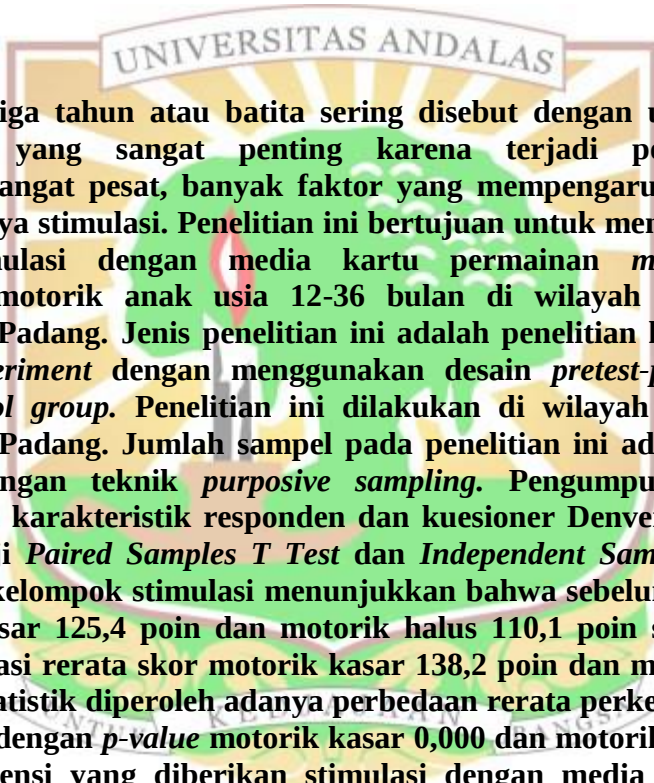
PADANG

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ABSTRAK



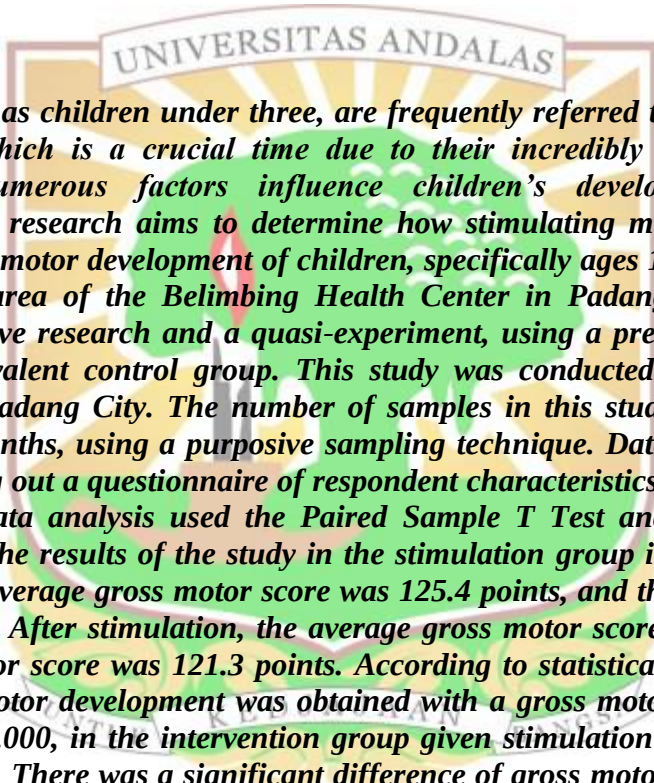
Anak dibawah tiga tahun atau batita sering disebut dengan usia emas dimana menjadi masa yang sangat penting karena terjadi pertumbuhan dan perkembangan sangat pesat, banyak faktor yang mempengaruhi perkembangan anak salah satunya stimulasi. Penelitian ini bertujuan untuk mengetahui pengaruh pemberian stimulasi dengan media kartu permainan *manjujai* terhadap perkembangan motorik anak usia 12-36 bulan di wilayah kerja Puskesmas Belimbing Kota Padang. Jenis penelitian ini adalah penelitian kuantitatif dengan studi *quasi experiment* dengan menggunakan desain *pretest-posttest with non-equivalent control group*. Penelitian ini dilakukan di wilayah kerja Puskesmas Belimbing Kota Padang. Jumlah sampel pada penelitian ini adalah 74 anak usia 12-36 bulan dengan teknik *purposive sampling*. Pengumpulan data berupa pengisian angket karakteristik responden dan kuesioner Denver II. Analisis data menggunakan uji *Paired Samples T Test* dan *Independent Samples T Test*. Hasil penelitian pada kelompok stimulasi menunjukkan bahwa sebelum stimulasi rerata skor motorik kasar 125,4 poin dan motorik halus 110,1 poin sedangkan setelah diberikan stimulasi rerata skor motorik kasar 138,2 poin dan motorik halus 121,3 poin. Hasil uji statistik diperoleh adanya perbedaan rerata perkembangan motorik kasar dan halus dengan *p-value* motorik kasar 0,000 dan motorik halus 0,000 pada kelompok intervensi yang diberikan stimulasi dengan media kartu permainan *manjujai*. Terdapat perbedaan rerata selisih motorik kasar (*p-value* = 0,006) dan motorik halus (*p-value* = 0,001) yang signifikan antara kelompok kartu *manjujai* dan kontrol. Oleh karena itu, dapat disimpulkan bahwa terdapat pengaruh stimulasi dengan media kartu permainan *manjujai* terhadap perkembangan motoric anak usia 12-36 bulan di wilayah kerja Puskesmas Belimbing Kota Padang.

Kata Kunci - Kartu *Manjujai*, Stimulasi, Perkembangan Motorik, Batita

**THE EFFECT OF PROVIDING STIMULATION WITH THE MANJUIAI
GAME CARD MEDIA ON THE MOTOR DEVELOPMENT OF CHILDREN
AGES 12 TO 36 MONTHS IN THE WORKING AREA OF THE BELIMBING
HEALTH CENTER IN 2025**

Syifa Khairulia, Helmizar, Denas Symond

ABSTRACT



Toddlers, as well as children under three, are frequently referred to as being in their “golden age”, which is a crucial time due to their incredibly rapid growth and development. Numerous factors influence children’s development, including stimulation. This research aims to determine how stimulating manjuiai game card media affects the motor development of children, specifically ages 12 to 36 months, in the operational area of the Belimbing Health Center in Padang City. This study applies quantitative research and a quasi-experiment, using a pretest-posttest design with a non-equivalent control group. This study was conducted in the Belimbing Health Center, Padang City. The number of samples in this study was 74 children aged 12 to 36 months, using a purposive sampling technique. Data collection was in the form of filling out a questionnaire of respondent characteristics and the Denver II questionnaire. Data analysis used the Paired Sample T Test and the Independent Sample T Test. The results of the study in the stimulation group indicate that before stimulation, the average gross motor score was 125.4 points, and the fine motor score was 110.1 points. After stimulation, the average gross motor score was 138.2 points, and the fine motor score was 121.3 points. According to statistical tests, the average gross and fine motor development was obtained with a gross motor p-value of 0.000 and fine motor 0.000, in the intervention group given stimulation with the manjuiai game card media. There was a significant difference of gross motor (p-value = 0.006) and fine motor (p-value = 0.001) between the manjuiai card and control groups. Therefore, it can be concluded that there is an effect of stimulation with manjuiai game card media on the motor development of children aged 12 to 36 months in the working area of Belimbing Health Center, Padang City.

Keywords - Manjuiai Cards, Stimulation, motor development, toddlers