

## DEVELOPMENT OF THE ANSWER AND JUMP GAME AS AN EFFORT TO PREVENT SEXUAL HARASSMENT IN CHILDREN AGED 4-5 YEARS

Irsalynda Salsabillah<sup>✉</sup>, Ika Yudianti, Desy Dwi Cahyani

Jurusan Kebidanan, Poltekkes Kemenkes Malang, Malang, Indonesia  
<sup>✉</sup> irsalynda\_p17311203039@poltekkes-malang.ac.id



### ABSTRACT

Early childhood often experiences various forms of physical, verbal, mental, and sexual violence that can interfere with their development. Data from the Malang Regency Women's Empowerment and Child Protection Service in 2023 recorded that the number of victims of sexual violence against children increased twofold due to children's lack of understanding of sex education. This study aims to develop the Answer and Jump game as an educational media to prevent sexual harassment in children aged 4-5 years. The method used is Research & Development research with 10 steps of development procedures, (1) Potential and Problems, (2) Data Collection, (3) Product Design, (4) Design Validation, (5) Design Revision, (6) Product Trial, (7) Product Revision, (8) Usage Trial, (9) Product Revision, (10) Mass Production. Of the 10 steps, the researcher carried out up to step 7 with a sample of 18 children aged 4-5 years at the Mutiara Bunda PAUD Post, Malang City. The research instrument used a product assessment questionnaire. The results of the study showed that the developed media was categorized as very feasible, with assessments from material experts (92%), media experts (98%), and user responses (87%). Thus, the Answer and Jump game is feasible to use, but further testing is needed on wider and more diverse groups.

**Keywords :** sexual harassment; early childhood sex education; educational games

### ABSTRAK

Anak usia dini kerap kali mengalami berbagai bentuk kekerasan fisik, verbal, mental, maupun seksual yang dapat mengganggu tumbuh kembangnya. Data Dinas Pemberdayaan Perempuan dan Perlindungan Anak Kabupaten Malang tahun 2023 mencatat jumlah korban kekerasan seksual pada anak meningkat dua kali lipat dikarenakan minimnya pemahaman anak terhadap pendidikan seks. Penelitian ini bertujuan untuk mengembangkan permainan *Answer and Jump* sebagai media edukasi pencegahan pelecehan seksual pada anak usia 4-5 tahun. Metode yang digunakan adalah penelitian *Research & Development* dengan 10 langkah prosedur pengembangan, yaitu (1) Potensi dan Masalah, (2) Pengumpulan Data, (3) Desain Produk, (4) Validasi Desain, (5) Revisi Desain, (6) Uji Coba Produk, (7) Revisi Produk, (8) Uji Coba Pemakaian, (9) Revisi Produk, (10) Produksi Massal. Dari 10 langkah tersebut peneliti laksanakan sampai dengan langkah ke-7 dengan sampel sebanyak 18 anak usia 4-5 tahun di Pos PAUD Mutiara Bunda Kota Malang. Instrumen penelitian menggunakan angket penilaian produk. Hasil penelitian menunjukkan bahwa media yang dikembangkan masuk dalam kategori sangat layak dengan penilaian dari ahli materi (92%), ahli media (98%), dan tanggapan pengguna (87%). Dengan demikian, media permainan *Answer and Jump* layak digunakan, namun perlu dilakukan pengujian lebih lanjut pada kelompok yang lebih luas dan beragam.

Kata kunci : pelecehan seksual; pendidikan seks pada anak usia dini; permainan edukatif

## INTRODUCTION

Early childhood is children aged 0-6 years. During this period, children experience a very rapid growth and development process in the next period of life, so that children aged 0-6 years are often called the golden age because children always carry out unique activities and explore every activity they see (Pramitasari & Ningrum, 2018). Sadly, children's lives often encounter negative things that will interfere with the physical and psychological development of children ranging from physical, verbal, mental violence, even sexual harassment or violence.

Data from the United Nations organization for children (UNICEF, 2017) states that there are 176 million children under the age of five in the world who experience sexual violence. Meanwhile, data from the Malang Regency Women's Empowerment and Child Protection Service (DP3A) in 2022 recorded 106 children as victims of violence, of which 32 children were victims of sexual violence. In 2023, victims of sexual violence against children in Malang Regency increased twofold with the number of victims reaching 68 children, including 3 children aged 4-6 years.

Based on the data, it can be seen that cases of violence and sexual harassment

against early childhood are very common because children do not understand about sexual education and sexual violence. Children do not know how to fight back when they meet someone they do not know and have a specific goal so that children follow what the person asks.

Various efforts have been made by the government to prevent cases of sexual harassment against early childhood including providing comprehensive sexual education programs, training for educators and caregivers, public awareness campaigns, strengthening laws and law enforcement, and providing support services for victims.

According to (Yuniarni, 2021), introducing material on sex education in the field of education is one of the efforts to prevent sexual violence against children, teachers and parents must work together in introducing sex education. This is in line with Finkelhor's opinion in (Anggraini et al., 2017) that the purpose of efforts to prevent child sexual abuse in education (sex education) is so that children can identify dangerous situations and prevent sexual abuse, and teach children forms of inappropriate touch, how to refuse or end interactions with perpetrators or suspicious people, and how to ask for help.

Introduction to sex education material can be delivered in various ways, including

games that can help children understand the material better and increase their motivation to learn. Various educational media such as card games, board games, puzzles, and dolls have been used as media for introducing early childhood sex education.

The Answer and Jump game is a game designed to introduce children to early sexual education in order to prevent sexual abuse in children.

Based on the background above, the researcher is interested in conducting a study entitled "Development of the Answer and Jump Game as an Effort to Prevent Sexual Abuse in Children Aged 4-5 Years".

## **METHODS**

This study used a descriptive qualitative approach, namely the research and development method (Research & Development) with development procedure steps, namely (1) Potential and Problems, (2) Data Collection, (3) Product Design, (4) Design Validation, (5) Design Revision, (6) Product Trial, (7) Product Revision. This study was conducted at the Mutiara Bunda PAUD Post, Sukun District, Malang City. The subjects in this study were all children aged 4-5 years at the Mutiara Bunda PAUD Post totaling 18 children. The instrument used was a questionnaire given to media experts, material experts, and parents/guardians of respondents. Data

collection techniques were carried out through 3 stages including data mining, expert validation, and product trials in small groups. The analysis techniques used were content analysis and descriptive analysis.

Content analysis was used to analyze data obtained from responses from media experts, material experts and user responses. Descriptive analysis was used to analyze instruments that had been given to media experts, material experts and user responses.

## **RESULTS**

### ***1) Potential and Problems***

At the literature study stage through journals and the internet, it shows that the media that already exist and are used as early childhood sex education for children include card games, board games, puzzles, as well as through the medium of dolls. There is no game media that can make children actively move in receiving learning. The second step in exploring potential and problems is conducting field studies:

a) Field study at the Malang Regency Women's Empowerment and Child Protection (DP3A) Service

Researchers conducted interviews with the DP3A child protection division regarding cases of violence and sexual abuse that occurred in early childhood

as well as regarding what media are used as an effort to prevent sexual abuse in children. DP3A said that cases of sexual violence against children often occur in society. Various efforts have been made to prevent sexual abuse of children, one of which is education. The media used during counseling are power points and leaflets which contain children's self-concept and identity, the definition of reproductive health, children's health rights, how to avoid sexual violence against children, and how to keep girls' reproductive organs clean.

The weakness of the leaflet media used by DP3A is that it is easily lost or damaged because of its small size, and children who cannot read cannot understand the content/information contained in the leaflet.

b) Field studies to PAUD and Kindergarten

Field studies in PAUD and Kindergarten were carried out to find out and find out about the media used by teachers in teaching children about early childhood sex education. The information that the researchers obtained was that children had been given material regarding early childhood sex education through image media. The material contained in the

image media includes the introduction of body parts, as well as the differences between men and women.

The weaknesses of the image media used by PAUD and Kindergarten teachers include that it is only a visual medium, children cannot participate actively when receiving information regarding early childhood sex education, and the size of the images is not appropriate when used for teaching in large groups.

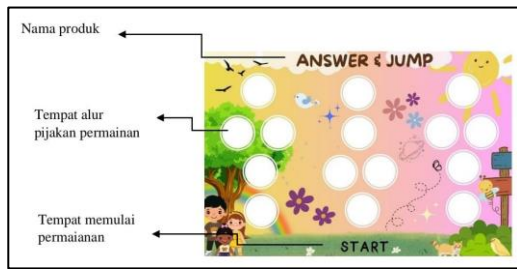
## 2) *Data collection*

Data collection is carried out to analyze needs and design media designs as improvements to previously existing products. Based on the results of data collection regarding the media used to prevent sexual abuse of children, several weaknesses can be identified regarding the media used by DP3A as well as PAUD teachers and kindergarten teachers. Based on these weaknesses, researchers are interested in developing better media as product improvements, namely through game media. Through play, children can receive new information not only by seeing and hearing, but also by being actively involved.

## 3) *Product Design*

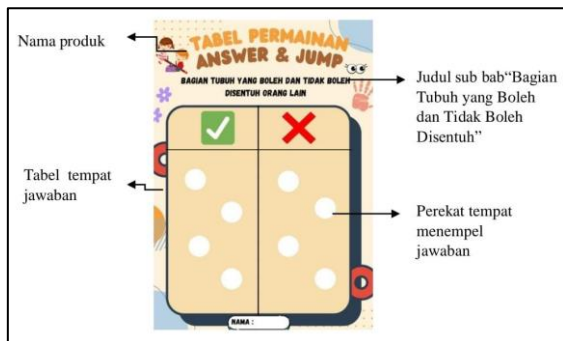
Answer and Jump game product design begins with determining the jump field design, game table design, then determining

the color of the jump field and game table, as well as an attractive cartoon.



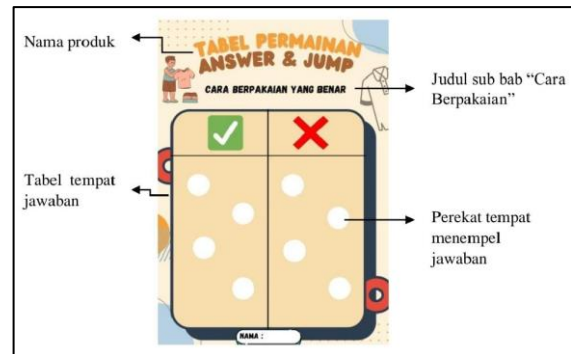
**Figure 1. Answer and Jump game jumping field design**

The Answer and Jump game jumping field will be printed in the form of a banner using 280 gr frontlite material with a length of 133 cm and a width of 200 cm.

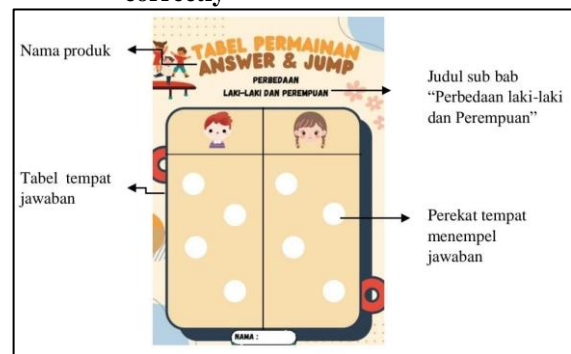


**Figure 2. Design of the front of the Answer and Jump game table "Body parts that other people can and cannot touch"**

The Answer and Jump game table will be printed on glossy hot-laminated ivory 350 type paper with a length of 21 cm and a width of 29.7 cm. The white circle image on the table will be given adhesive tape (velcro) to place the answers.



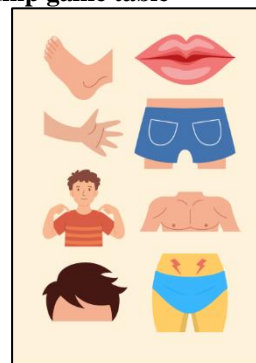
**Figure 3. Design of the front of the Answer and Jump game table "How to dress correctly"**



**Figure 4. Design of the front of the Answer and Jump game table "Differences between men and women"**



**Figure 5. Design of the back of the Answer and Jump game table**



**Figure 6. Answer choices for the Answer and Jump game table "Body parts that other people can and cannot touch"**

The answer choices for the Answer and Jump game will be printed using glossy hot laminated ivory 350 paper, where the back of each image will be given adhesive (velcro)



Figure 7. Answer choices for the Answer and Jump game table "How to Dress Correctly"



Figure 8. Answer choices for the Answer and Jump game table "Differences between men and women"

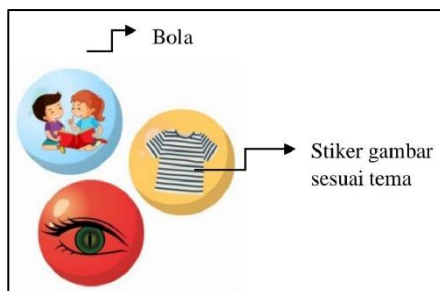


Figure 9. Lottery balls for the Answer and Jump game

The Answer and Jump game lottery ball will be given a picture according to the theme and printed using sticker paper.

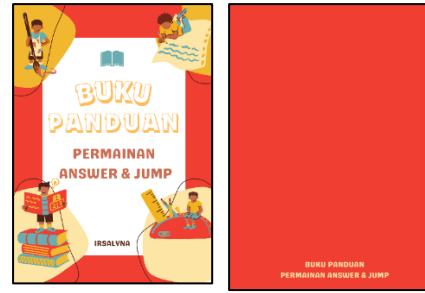


Figure 10. Answer and Jump game guidebook design

The Answer and Jump game guide will be printed using 260 art paper with glossy hot lamination on the front and back covers. Meanwhile, the contents of the guidebook will be printed using art paper type 120 printed back and forth. The Answer and Jump game guide is printed with a length of 14.8 cm and a width of 10.5 cm.

#### 4) Design Validation

The results of the material expert validation research in table 1 obtained a total of 22 scores with a percentage of 92%, so it can be concluded that the Answer and Jump game as a media for early childhood sex education and prevention of sexual abuse in children aged 4-5 years is in the very feasible category.

Suggestions from material experts include:

1. There needs to be material in the Answer and Jump game manual as a guide for teachers and parents regarding concrete things that can be applied to children to prevent sexual harassment.

2. Make the manual shorter and clearer.

The results of the material expert validation assessment in table 2 obtained a total of 43 scores with a percentage of 98%, so it can

be concluded that the Answer and Jump game as an educational medium for early childhood sex education and prevention of sexual abuse in children aged 4-5 years is in the very appropriate category.

Suggestions from media experts include:

1. There needs to be several improvements in the clarity of the instructions for using the Answer and Jump game, including placing the word "guide" on the front cover of the Answer and Jump game manual right under the word "book".
2. Replaced several inappropriate words in the Answer and Jump game manual.

**Table 1. Material Expert Validation Test Results**

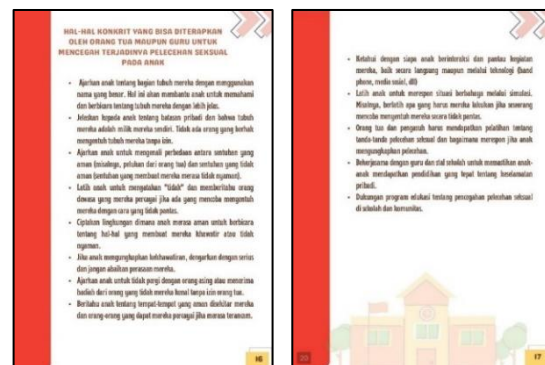
| No                                  | Aspect   | Mark               |
|-------------------------------------|--|--------------------|
| <b>Content Eligibility</b>          |  |                    |
| 1.                                  | Completeness of material regarding early childhood sex education | 3                  |
| 2.                                  | Clarity of the manual  | 3                  |
| 3.                                  | The correctness of the concepts presented                        | 4                  |
| 4.                                  | Communicative language   | 4                  |
| 5.                                  | Correct use of terms   | 4                  |
| 6.                                  | The language used is acceptable                                  | 4                  |
| <b>Amount</b>                       |  | <b>22</b>          |
| <b>Score percentage</b>             |  | <b>92%</b>         |
| <b>Product Eligibility Criteria</b> |  | <b>Very worthy</b> |

**Table 2. Media Expert Validation Test Results**

| No                                   | Aspect  | Mark               |
|--------------------------------------|---|--------------------|
| <b>Ease and simplicity of design</b> |   |                    |
| 1.                                   | Ease of use of the Answer and Jump game                     | 4                  |
| 2.                                   | Simplicity of the Answer and Jump game                      | 4                  |
| 3.                                   | Clarity of instructions for using the Answer and Jump game  | 3                  |
| 4.                                   | Clarity of writing to read                                  | 4                  |
| <b>Media Uses</b>                    |   |                    |
| 5.                                   | The Answer and Jump game is useful for playing and learning | 4                  |
| <b>Media Attraction</b>              |   |                    |
| 6.                                   | Color composition used                                      | 4                  |
| 7.                                   | Image/Illustration of the Answer and Jump game              | 4                  |
| 8.                                   | The size of the letters used in the Answer and Jump game    | 4                  |
| 9.                                   | The type of letters used in the Answer and Jump game        | 4                  |
| <b>Media Size</b>                    |   |                    |
| 10.                                  | Size of the Answer and Jump game jumping field              | 4                  |
| 11.                                  | Answer and Jump game table size                             | 4                  |
| <b>Amount</b>                        |   | <b>43</b>          |
| <b>Score percentage</b>              |   | <b>98%</b>         |
| <b>Product Eligibility Criteria</b>  |   | <b>Very worthy</b> |

### 5. Design Revision

After validation is carried out by material experts and media experts, the design is revised according to the suggestions or input provided by material experts and media experts.



**Figure 11. Page after revision regarding material that must be added to the Answer and Jump game manual**

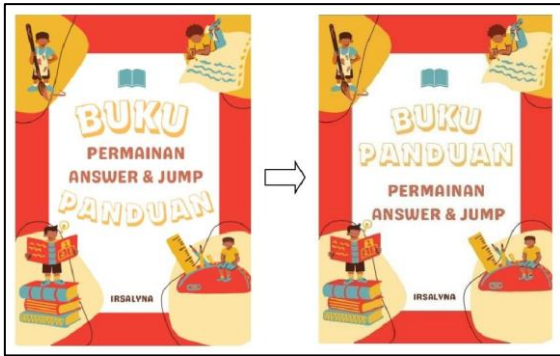


Figure 12. Front cover page of the Answer and Jump game guide before and after revision

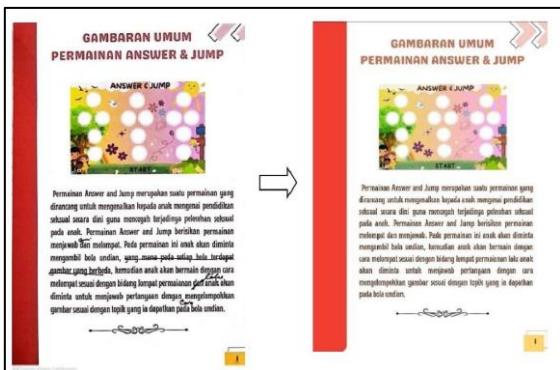


Figure 13. Overview page of the Answer and Jump game guide before and after revision

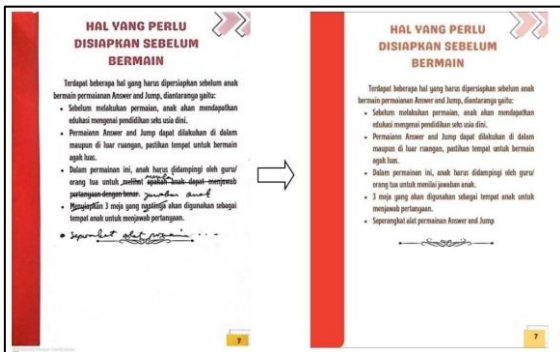


Figure 14. Page of things that need to be prepared before playing the Answer and Jump game before and after revision



Figure 15. Answer and Jump game procedures page before and after revision

### 6) Product Trial

From the results of the small group trial in table 3, it can be seen that the Answer and Jump game product developed by the researcher received a positive response and reception from the parents/guardians of the respondents, with an average test result score of 38.1 indicating that the Answer game product and Jump is in the very decent category. In the small group trial, 2 of the 18 parent/guardian respondents provided input regarding the presence of pages in the manual that were not sufficiently attached with book binding glue, so that the staples and glue on the pages were clearly visible.



**Table 3. Respondent Assessment Results with rated aspects the ease and simplicity of design, media usability, media attractiveness, and media size**

| Average | Maximum Value | Score Percentage (%) | Category    |
|---------|---------------|----------------------|-------------|
| 38,1    | 44            | 87                   | Very worthy |

In table 4, the results of the small group trial knowledge evaluation after playing the Answer and Jump game show that the average child got a score of 7.2 with a percentage of 90%, indicating that children's knowledge regarding early childhood sex education is in the good category. The rated aspect was knowledge of children aged 4-5 years regarding early childhood sex education (differences between men and women, how to dress correctly, body parts that other people can and cannot touch)

**Table 4. Results of Small Group Trial Knowledge Evaluation after Playing the Answer and Jump Game**

| Average | Maximum Value | Score Percentage (%) | Category |
|---------|---------------|----------------------|----------|
| 7,2     | 8             | 90                   | Good     |

### 7) Product Revision

After the trial was carried out and the results of the respondents' assessments were obtained, the researcher received comments, suggestions and criticism from respondents regarding there being pages in the manual that were not sufficiently attached to the book binding glue, so that the staples and glue on the pages were clearly visible, then the researcher repaired

the product in accordance with input provided.



**Figure 16. Answer and Jump game manual page showing the staples and glue before and after revision**

## DISCUSSION

The results of studies exploring potential and problems reveal that many cases of sexual violence occur in society. Malang Regency DP3A data records that in 2023, victims of sexual violence against children in Malang Regency will double with the number of victims reaching 68 children. The high number of cases of violence and sexual abuse against children occurs due to children's lack of understanding about education and sexual violence. (Anjani, A. D., & Aulia, 2020) explained that cases of sexual abuse in early childhood can be prevented if children already have knowledge about sex education for early childhood.

After exploring potentials and problems, researchers collected data to analyze needs and design media designs based on the weaknesses of previous products, namely leaflet media and image media. Based on these weaknesses,

researchers innovated and perfected the product in the form of developing the Answer and Jump game as an educational medium for early childhood sex education. In the Answer and Jump game, product design begins by determining the jump field design, game table design, then determining the color of the jump field and game table, as well as an attractive cartoon.

The next stage, namely the Answer and Jump game media, was validated. The validation results from material experts obtained a total score of 22 with a percentage of 92% so it is included in the very feasible category. The material expert gave the suggestion "There needs to be material in the Answer and Jump game manual as a guide for teachers and parents regarding concrete things that can be applied to children to prevent sexual harassment, as well as making the manual shorter and clearer." Media in the very appropriate category, namely appropriate in terms of content and appropriate in language.

It is important to add material related to concrete things that teachers and parents can do to prevent sexual abuse in children, because parents have the main role in teaching children about early childhood sex education. This is in line with the opinion of (Nadeak et al., 2020) that early sexual education starting at home through the role

of parents is very important and must be implemented, because parents have the main role as role models. According to (Suteja & Riyadi, 2019), teachers have an important role in providing understanding in the form of sexual education for children as an effort to anticipate, know, and understand in order to prevent promiscuous sexual behavior and to avoid adverse effects.

The results of media expert validation obtained a total score of 43 with a percentage of 98%, so it can be concluded that the Answer and Jump game as a medium for early childhood sex education in an effort to prevent sexual abuse in children is in the very feasible category. Suggestions from media experts are "There needs to be some improvements in the clarity of the instructions for using the Answer and Jump game, including placing the word "guide" on the front cover of the Answer and Jump game manual right under the word "book", as well as replacing several missing words. right in the Answer and Jump game manual." Media in the category is very suitable because of the ease and simplicity of the Answer and Jump game design, then related to the use of the media, the color composition used, images/illustrations in the game, the size of the letters and type of letters used in the

game, as well as the size of the Answer and Jump game media.

Through design validation, potential product failures can be identified and corrected before the product is mass launched, so that it can be ensured that the final product complies with established specifications.

In the next stage, the researcher revised the design according to suggestions and input from experts regarding the Answer and Jump game, namely by adding material related to concrete things that can be implemented by parents and teachers to prevent sexual abuse of children in the Answer and Jump game manual. , repaired the cover of the Answer and Jump game manual, and corrected several incorrect words in the Answer and Jump game manual. Design revisions enable the identification and correction of defects or weaknesses in the product. This ensures that the final product meets the expected quality standards.

Next, a trial phase was carried out on respondents, namely children aged 4-5 years at the Mutiara Bunda PAUD Post, Sukun, Malang City. This trial was carried out on 18 respondents by means of the 18 respondents playing the Answer and Jump game according to the instructions given, then continued by distributing questionnaires to the children's

parents/guardians to assess the use of the Answer and Jump game as a medium for introducing early sex education to child. The results of user responses obtained an average of 38.1 with a percentage of 87% indicating that the Answer and Jump game is in the very feasible category. Determining product suitability determines the next steps.

The results of the small group trial knowledge evaluation after playing the Answer and Jump game showed that the average child got a score of 7.2 with a percentage of 90%, indicating that children's knowledge regarding early childhood sex education was in the good category. In the results of the small group trial, it was discovered that 2 of the 18 parents/guardians of respondents provided input regarding the pages in the manual that were not properly adhered to with book binding glue, then the researchers improved the product according to the input provided. Product revisions will make the product better, according to what is desired.

The Answer and Jump game has several advantages, including:

- a) Increasing children's motivation and interest in learning
- b) Training children's gross and fine motor skills
- c) Increasing children's understanding and retention (memory)

- d) Developing children's social skills
- e) Increasing children's critical thinking and problem-solving skills
- f) Increasing children's self-confidence

The disadvantages of the Answer and Jump game include requiring more time and space to prepare the game, the companion or teacher must first learn the procedures for the Answer and Jump game, and the companion/teacher must be able to control the children when playing this game because there is a possibility that the children will not focus so that they are noisy or busy with what they are doing.

## CONCLUSION

Based on the research results, it can be concluded that the Answer and Jump game is suitable for use for children aged 4-5 years as a medium for introducing early age sex education, but further trials are needed on wider and more diverse groups.

## ACKNOWLEDGEMENTS

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