

**EFFORTS TO INCREASE KNOWLEDGE ABOUT TRADITIONAL
GAMES AS A POST DISASTER *TRAUMA HEALING*
IN CHILDREN THROUGH VIDEO MEDIA**

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SUMMARY

Background : *Natural disasters occur due to the nature of them in the form of earthquakes, volcanic eruptions, cyclones, droughts, landslides, and floods. Disaster is a series of events that threaten and disrupt the lives and livelihoods of communities that lead to the emergence of a victim soul of man, damage to the environment, loss of property objects, and the impact of psychological. The prevalence (number of events) in Sukoharjo, Java Central found that the characteristics of the type of sex female pal ing many who suffer from PTSD category severe as many as five respondents (16,7%). Forms of losses that are non - physical such as trauma to the events that never happened is wrong one psychological impact that is often encountered. So trauma healing is needed.*

Benefits : *Efforts making of video is expected to help the volunteers and the parents in assisting child victims of disasters natural that experiencing trauma.*

Methods : *Outcomes are generated in the form of media communication, information, educational in the form of video " Game Traditional For Trauma Healing the Children ".*

Conclusion : *The output of this video is expected to be useful as a trauma healing medium for children who have experienced post-disaster trauma*

Keywords : *Natural Disasters, Traditional Games, Trauma Healing, Video*