

**IMPLEMENTATION OF INTERACTIVE EDUCATIONAL MEDIA
GAMES TO IMPROVE HAND WASHING HABITS
IN ELEMENTARY SCHOOL STUDENTS**

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SUMMARY

Background; Handwashing is the act of cleaning hands with water and soap to remove dirt, dust and microbes that can cause disease. Handwashing habits among children are low, potentially increasing the risk of infections, such as diarrhea and respiratory infections. Although awareness of the importance of handwashing exists, proper practice is still low, with only 38.7% of Indonesian households doing it correctly. **Objective;** to develop a game-based interactive educational media that can improve handwashing habits among 5th grade students. **Methods;** used in this study include the preparation of game concepts, making game board designs using the Coreldraw application. **Results;** The output in the form of a snakes and ladders game entitled “Healthy Hand Mission with Captain Cleanliness” has been tested on 13 respondents of Grade 5 students with the result that the majority of students feel this game is useful and effective in improving their understanding of proper hand washing practices. Interesting visual elements, a variety of educational questions, and challenges that provide rewards succeeded in attracting students' attention and increasing their motivation to implement clean and healthy living habits. **Conclusion;** The snakes and ladders game titled “Healthy Hand Mission with Kap-ten Kebersihan” from this study is that the snakes and ladders game-based interactive educational media development project successfully achieved its goal of improving handwashing habits among elementary school children. With a fun and interactive approach, students not only gain knowledge about the importance of handwashing, but can also apply it in their daily lives. This research is expected to contribute positively to the development of health programs in schools and increase public awareness regarding the importance of clean and healthy living behaviors. **Keywords;** *Interactive Educational Media, Snakes and Ladders Game, Clean and Healthy Living Behavior (PHBS)*