

ABSTRAK

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HUBUNGAN INTENSITAS PENGGUNAAN GAWAI SAAT PEMBELAJARAN DARING DENGAN KEJADIAN COMPUTER VISION SYNDROME PADA MAHASISWA FAKULTAS KEDOKTERAN UNIVERSITAS PELITA HARAPAN
(xiv+66 halaman: 2 gambar; 7 tabel; 7 lampiran)

Latar Belakang

Mahasiswa Fakultas Kedokteran Universitas Pelita Harapan (FK UPH) diharuskan melaksanakan pembelajaran daring untuk mencegah klaster baru penyebaran Covid-19. Dalam pelaksanaannya, pembelajaran daring menggunakan gawai sehingga dapat meningkatkan intensitas penggunaan gawai yang merupakan faktor risiko dari *Computer Vision Syndrome* (CVS).

Metode Penelitian

Penelitian ini menggunakan metode potong lintang. Sampel dipilih dengan metode *convenience sampling* sebanyak 151 orang mahasiswa FK UPH yang memenuhi kriteria inklusi dan eksklusi. Pengambilan data dilakukan secara daring menggunakan Kuesioner CVS-Q pada Januari-Maret 2021.

Hasil Penelitian

Dari total analisis 151 responden, terdapat 30 responden yang negatif CVS di mana 8 (26,7%) responden memiliki intensitas penggunaan gawai selama pembelajaran daring <8 jam, dan 22 (73,3%) responden memiliki intensitas penggunaan gawai selama pembelajaran daring \geq 8 jam. 121 responden lain positif CVS di mana 16 (13,2%) responden memiliki intensitas penggunaan gawai selama pembelajaran daring <8 jam, dan 105 (86,8%) responden memiliki intensitas penggunaan gawai selama pembelajaran daring \geq 8 jam. Berdasarkan uji *fisher exact* didapatkan tidak ada hubungan yang signifikan ($p: 0,093$, OR: , CI: 0,909-6,264).

Kesimpulan

Tidak terdapat hubungan yang signifikan antara intensitas penggunaan gawai saat pembelajaran daring dengan kejadian CVS pada mahasiswa Fakultas Kedokteran UPH angkatan 2018 – 2020

Kata Kunci: Intensitas penggunaan gawai, pembelajaran daring, *Computer Vision Syndrome*, mahasiswa kedokteran

ABSTRACT

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THE RELATIONSHIP BETWEEN INTENSITY OF GADGET USE DURING ONLINE LEARNING WITH COMPUTER VISION SYNDROME INCIDENCE IN MEDICAL STUDENT OF PELITA HARAPAN UNIVERSITY (xiv+66 pages: 7 table; 7 attachments)

Background

Medical students of Universitas Pelita Harapan were required to implement online learning to prevent new clusters of Covid-19. In its implementation, online learning required gadget that could increase the intensity of gadget use, which is a risk factor for Computer Vision Syndrome (CVS).

Methods

This study used a cross-sectional method. The sample of this study was selected using convenience sampling with a sample of 151 medical students of Universitas Pelita Harapan who passed the inclusion and exclusion criteria. The data were collected online using Google Form from January to March 2021.

Results

From a total of 151 respondents, 30 respondents were negative for CVS, where 8 (26.7%) respondents had the intensity of gadget use during online learning of <8 hours, and 22 (73.3%) respondents had the intensity of gadget use during online learning of ≥ 8 hours. The other 121 respondents were positive for CVS, where 16 (13.2%) respondents had the intensity of gadget use during online learning of <8 hours, and 105 (86.8%) respondents had the intensity of gadget use during online learning of ≥ 8 hours. Based on the Fisher Exact test, there was no significant relation ($p: 0.093$, $OR: 1.0$, $CI: 0.909-6.264$).

Conclusions

There was no significant relation between the intensity of gadget use during online learning with the incidence of CVS among UPH Faculty of Medicine students, batch 2018 – 2020.

Key Word: intensity of gadget use, online learning, Computer Vision Syndrome, medical student