

Paper 28 - Allied Health

THE INFLUENCE OF MAZE GAME DISTRACTION AGAINST CHILD PAIN LEVELS DURING INVASIVE BLOOD SAMPLING PROCEDURE IN PRESCHOOL CHILDREN AT RSUP. PROF.

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ABSTRACT

Pediatric patients are often subjected to procedures that can cause pain and anxiety. Although pharmacologic interventions can be used, distraction as a non-pharmalogical pain management is a simple and effective technique that directs children attention away from pain stimuli. There are various techniques and technologies associated with distractions that can be used in children. This research uses a maze game technique to distract children attention from intravenous blood sampling. Maze game is a simple, easy and cost effective instrument to lessen the pain levels in children undergoing medical procedures. The aim of this research is to identify the influence of maze game distraction against child pain levels during invasive blood sampling procedure in preschool children at RSUP. Prof. Dr. R. D Kandou Manado. The maze game distraction technique was a simple and effective method for reducing the pain levels of children during invasive blood sampling procedure. A quasi experiment was conducted in this research. Samples were taken by consecutive sampling, which consist of 15 participants in each intervention group and control group. The pain levels of children were assessed by self-report using Wong Baker FACES Pain Rating Scale. The results showed significant differences between intervention group and control group ($p = 0,006$). Intervention group (mean: 2,00) had lower pain levels than the control group did (mean:4,00).

Keywords: Pain, Maze Game Distraction, Invasive Blood Sampling Procedure, Wong Baker FACES Pain Rating Scale

