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## TRUTH OR DARE GAME MEDIA DEVELOPMENT TO PROVIDE AN UNDERSTANDING OF FAMILY FUNCTION

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### Abstrak

Bertujuan guna melakukan pengembangan media permainan *truth or dare* guna memberikan pemahaman mengenai fungsi-fungsi keluarga. Metode yang dipakai adalah *Research and Development* (R&D), yang memakai model pengembangan *Analysis, Design, Development, Implementation, Evaluation* (ADDIE). Dalam pengumpulan data menggunakan teknik pengujian kelayakan ahli atas hasil produk yang telah diperbarui. Tahap mengolah data memakai skala *likert* mencakup data kuantitatif serta kualitatif. Hasil dari pengujian kelayakan dengan ahli pada bidangnya, ahli media 82,5%, ahli materi 93,3%, ahli bahasa 88,6%. Hasilnya menyatakan media permainan *truth or dare* mengenai fungsi-fungsi keluarga memperoleh nilai rata-rata sejumlah 85,3% dapat diartikan sangat layak diaplikasikan dan media permainan *truth or dare* dapat meningkatkan pemahaman mahasiswa mengenai fungsi-fungsi keluarga.

**Kata Kunci:** pengembangan permainan *truth or dare*, pemahaman mahasiswa, fungsi-fungsi keluarga.

### Abstract

This research aims to develop the truth or dare game media to provide an understanding of family functions. The method used is Research and Development (R&D), using the Analysis, Design, Development, Implementation, Evaluation (ADDIE) development model. Data collection techniques by conducting expert feasibility tests on products that have been developed. The data processing technique uses a Likert scale in the form of quantitative and qualitative data. Feasibility test results with experts in the field, media experts 82.5%, material experts 93.3%, language experts 88.6%. The research subjects were 10 students from the Class of 2021 Department of which means it is very suitable for application and the truth or dare game media can increase students' understanding of family functions.

**Keywords:** development of the truth or dare game, student understanding, family functions.

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## PENDAHULUAN

Individual development in early adulthood is to establish oneself and be more productive, with problems and emotional tension, social isolation, commitment, value adaptation, creativity, and preparing oneself to live a new life (Putri, 2019). In an effort to build resilience and family well-being. According to Priohutomo (2019) it is necessary to optimize the implementation of family functions by improving the quality of individuals such as providing information, education, services and counseling about family life. That is, early adulthood in order to fulfill its developmental tasks correctly and be ready for marriage or to form a family, it is necessary for the individual to understand the functions of the family, the efforts to form a prosperous family. The family function is a collaborative effort in forming and maintaining optimal family balance by being emotionally open to each other, expanding self-identity, loving and accepting each other unconditionally (Zakiei et al., 2020). Family according to Friedman in 1998 (Sirait, 2020) is the unity of two people who are bound in marriage, the existence of mutual and emotional bonds in two or more people, and identified as part of the family. From the data of the performance and Accountability Survey Program (SKAP) early marriage in urban areas occurred in the teenage age of BKKBN Banten province for the 2019 period found that less than 16 years were 11.35%, 15.86% from 17-18 years old, as many as 24.63% aged 19-20 years, and as many as 48.16% at the age of 21 and over. The occurrence of early marriage due to low levels of education and knowledge, so that there is a tendency to do early marriage. likewise, according to the results of the Central Statistics report (2020), it was found that those who had low education and knowledge were at risk of doing it (Lindawati et al., 2022) in 2020 divorce and divorce lawsuit cases were recorded in the Serang City religious court as many as 2978, and experienced an increase in 2021 as many as 3091. Factors caused by both the economy, social media, immature understanding in family, etc. (Risya, 2022).

The problems that occur prove that the low understanding of early adult individuals on the function of the family, then to provide an understanding of the function of the family before marriage is necessary to prevent and anticipate these problems it is necessary to provide information services to early adult individuals because future planning is needed, in order to facilitate the provision of services to individuals, researchers have a strategy that adjusts to the needs in the field.

One way to overcome this, by developing game media that can motivate individuals in the learning process to get maximum results and easily accepted by individuals in the process of providing information, influenced by the use of interesting and creative media. The researchers chose Truth Or Dare. The benefits of this media are that it is easy to play, innovative and creative, designed as needed and by using Group guidance strategies (Utami, 2021).

Based on the results of previous research, Ginanjar et al. (2023) proved that the truth or dare game obtained an average score of 80.5%, so it is very feasible to increase student confidence. Results from the research of Sagala et al. (2023) obtained the results of the analysis of the improvement of logical thinking skills and increased learning motivation on students. Fanny (2021) truth or dare game media development scored 95.64% and was able to improve learning outcomes. Then research on understanding family functions that has been found (Wijayanti & Berdame, 2019) the fact is that respondents do not understand the role of the family. Based on previous research by (Hoesni & Firmansyah, 2020) the majority do not know about family functions.

Based on the above data, it is concluded that there is still a lack of understanding of family functions and games are able to increase understanding. Based on the results of preliminary studies with unstructured interviews that the whole 10 students still do not know and understand about the functions of the family and based on the results of unstructured interviews with laboratory assistants Department of guidance and counseling Untirta new individual counseling, and the absence of team guidance services using the game truth Or dare.

The purpose of the researchers wanted to provide a more interesting innovation by developing a game of truth Or dare media on understanding family functions, because it is important to provide information for individuals of early adulthood in order to further mature themselves in understanding family functions, to mature themselves in order to create a harmonious family by implementing family functions (Handayani et al., 2019). Then the author will carry out research and development of truth Or dare game media in order to provide an understanding of family functions.

## METHODS

The research method used is research and Development. According to Sugiyono (2014) that in developing a product by introducing new products but different from the development of existing products. The research Model used is ADDIE development model (analysis, design, development, implementation, and evaluation) developed by Robert Maribe branch in 2009 (Shafa et al., 2024).

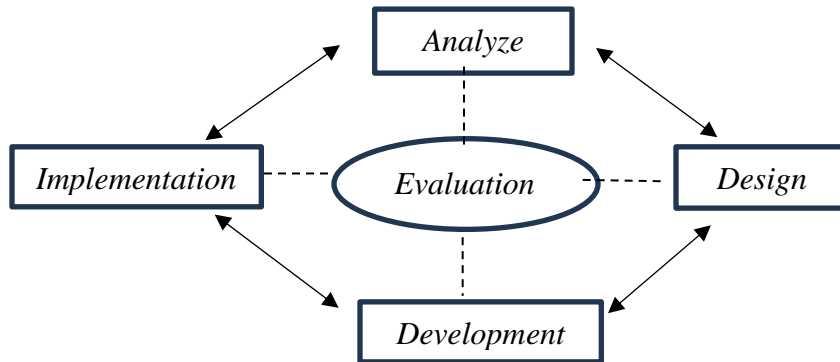


Figure 1. ADDIE development process

Based on the figure above, ADDIE model stages, namely: (1) Analysis: identify problems and analyze the needs that will be the basis of development. (2) Design: designing learning indicators according to the material, designing the media to be developed, designing the content of understanding, and making assessments to be used. (3) Development: developing media as a form of media design, subsequent revisions, and product validation tests. (4) Implementation: the researcher applies the developed product to the appropriate individual or subject. (5) Evaluation: evaluation with research instruments in the form of questionnaires, suggestions and inputs and the effectiveness of the media that have been developed.

This study analyzed the data using percentage analysis. According to (Azizah, 2021) percentage analysis can be done, namely:

$$P = \frac{\sum x}{\sum xi} \times 100\%$$

Formula Definition:

P: percentage of eligibility rate

X: respondent's answer score

Xi: highest answer score

100%: constant

It also developed by carried out quantitative analysis of media satas that have been made to calculate the level of its feasibility. Where the results obtained, then interpreted based on the assessment level criteria. So that the data can be presented clearly according to the criteria of the feasibility level of the validation results according to Arikunto 2009 (Anderha & Maskar, 2020).

**Chart 1. Product Eligibility Rate**

Attainment Level	Description
0-20%	Very Less Feasible
21-40%	Less Feasible
41-60%	Enough Feasible
61-80%	Feasible
81-100%	Very Feasible

Then the limit value on the achievement of product validation test requirements as a measure of success that is 61-100% can be said to be valid.

Then after it is said that the media is feasible, the media is implemented or field practice is limited or it can be said that the initial product test. The sample method used is purposive sampling. Sugiyono's findings in 2010 this technique is to ensure that the sample aims so that the information obtained can later be represented with several considerations (Lenaini, 2021) the criteria for the research sample are:

- Untirta guidance and counseling students class of 2021
- Male and female
- Have completed pre-test questionnaire
- Included in the category of students who have the lowest understanding of family functions
- Willing to following product test

The target of this study was 10 students of the 2021 batch of guidance and counseling majors with a low understanding of family functions. Data collection using family functions questionnaire instrument using likert scale total 40 items statement. The questionnaire according to (Makbul, 2021) contains several questions or statements to obtain data or information based on the answers of respondents or individuals. The location is done at the University of Sultan Ageng Tirtayasa Serang.

Research instruments in the form of questionnaires about the functions of the family, the following grids:

**Chart 3. 2 Instrument Grilles Family Functions**

No	Indicator	Favorable (+)	Unfavorable (-)	Total
1	Affective Function	1, 2, 3, 4, 5	6, 7, 8, 9, 10	10
2	Functions of Socialization and Social Placement	11, 12, 13, 14, 15	16, 17, 18, 19, 20	10
3	Reproductive Function	21, 22, 23, 24, 25	26, 27, 28, 29, 30	10
4	Economic Functions	31, 32, 33, 34, 35	36, 37, 38, 39, 40	10
5	Health Care and Maintenance Functions	41, 42, 43, 44, 45	46, 47, 48, 49, 50	10

Total		50		

## RESULTS AND DISCUSSION

ADDIE procedures include analysis, design, development, implementation, and evaluation used in research development is carried out as follows:

**Chart 7. ADDIE Model procedure**

Procedure	Description
<i>Analisis</i>	Researchers conducted unstructured interviews with Guidance and Counseling laboratory assistants about the services provided in the guidance and counseling Laboratory in the Department of Guidance and Counseling Faculty of Teacher Training and Education Science Untirta. Researchers conducted unstructured interviews with Guidance and Counseling students about understanding family functions and distributed questionnaires related to students ' understanding of family functions.
<i>Design</i>	At this stage the researchers designed the preparation of the concept of the product developed based on the purpose of the product, material, and attractive design as a benchmark for the manufacture of products so that there is interest for students in understanding the function of the family. The game Media developed include truth cards, dare cards, opportunity cards, game guides, and game coins
<i>Development</i>	At this stage based on the concept that has been determined, the product is realized by the researcher. Then the product is tested for product feasibility by experts in their fields, both in aspects of media, material, language and individual assessment.
<i>Implementation</i>	At the implementation stage, after the media tool is said to be feasible, the initial product testing is carried out on FKIP Untirta guidance and counseling students of the 2021 generation. Limited trials were given based on the results of understanding the lowest family functions according to a sample of the existing population of 10 students.
<i>Evaluation</i>	At the evaluation stage, there are stages of the process and the results of the products developed. First, the product after being tested by experts in the field and then improved by researchers. Second, after the media implementation phase to students, students were given an assessment questionnaire and an understanding questionnaire of family functions again. The results obtained can be seen and improved in the future for future researchers and can be used as a tool of guidance and counseling services.

Based on the results of a preliminary study with the distribution of questionnaires given to 85 students of the 2021 batch of the untirta guidance and counseling department. The population is divided into three categories according to Azwar in 2015 (Anwar & Anugrah, 2023) in which individuals are grouped into tiered categories, namely high, medium, and low categories based on categorization, as follows:

Table. 2 Categorization Of The Three Criteria

Category	Criteria	Score Range
Low	$X < M - 1SD$	$X < 127$
Medium	$M - 1SD \leq X < M + 1SD$	$127 \leq X < 165$
High	$X \geq M + 1SD$	$X \geq 165$

The pre-test data Output is categorized as high with a percentage of 17.6% consisting of 15 students, medium category with a percentage of 65.8% consisting of 56 students, and low category with a percentage of 16.4% consisting of 14 students. It can be seen that the understanding of family functions in the 2021 batch of untirta guidance and counseling students is included in the medium category, but there is still a low understanding of family functions, so guidance and counseling services are needed to provide information about understanding family functions.

Media game truth Or dare is done gradually, which contains the topic of family functions adapted from the theory of family functions Friedman M, Marilyn in 1998 (Pattiruhu et al., 2019) truth or dare games are designed, namely truth cards (statements), dare cards (challenges), opportunity cards (opportunities). The card is 10 cm x 6 cm in size and card creation uses the Canva app. This game is facilitated by a guidebook that can make it easier for facilitators to provide services. Product design as follows:

#### a. Card Games

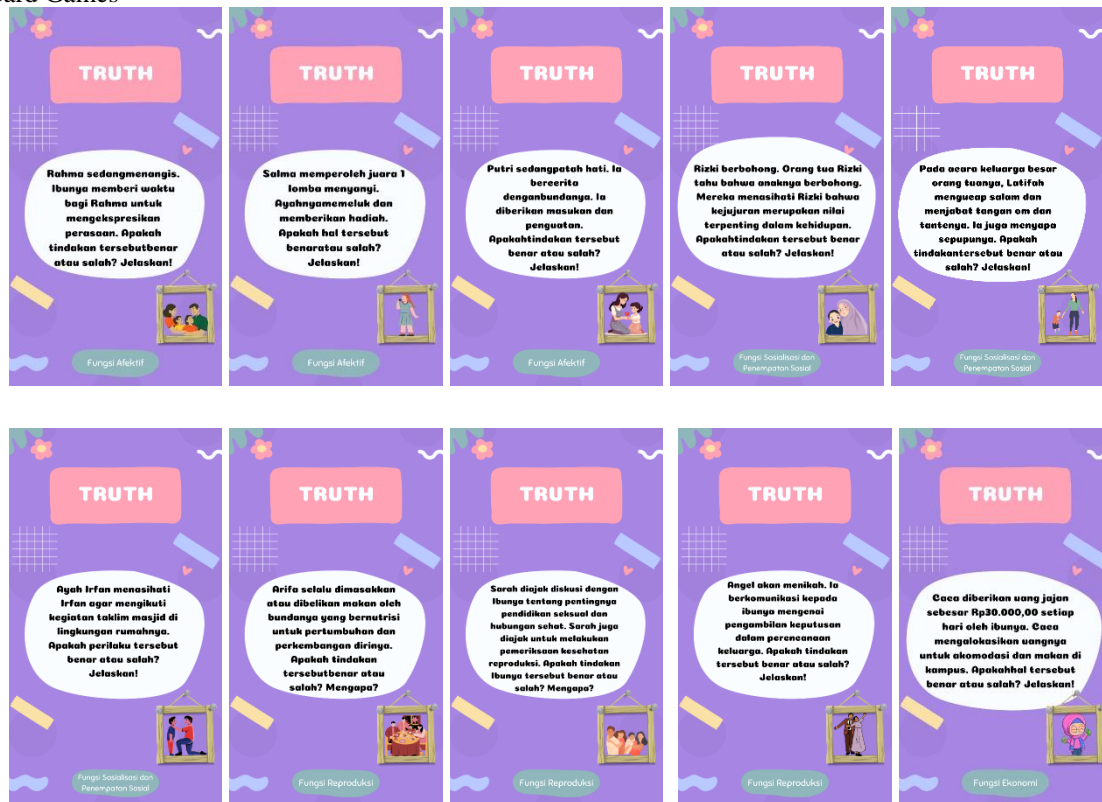




Figure 4. 1 The Front Of The Truth Card (Question)

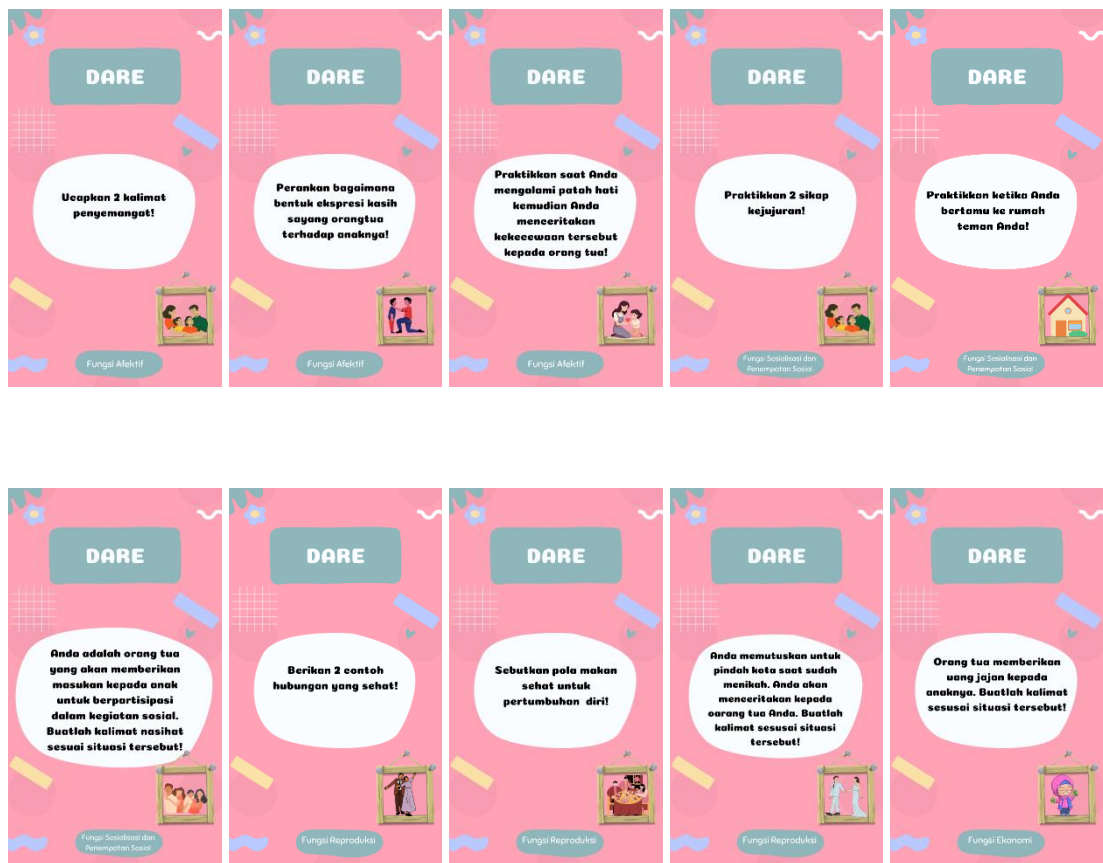




Figure 4. 2 The Front Of The Dare Card (Challenge)







Figure 4. 3 The Front Of The Card Opportunity

a. Game Guide

**Panduan Permainan Truth or Dare**  
Fungsi-Fungsi Keluarga  
Muthia Haifa Rahma

**Pengantar**  
Permainan Truth or Dare ini dimodifikasi lebih menarik dengan gambar, warna, dan komponen pendukung lainnya. Permainan truth or dare ini bertujuan untuk memfasilitasi peserta didik agar dapat mengetahui dan memahami mengenai fungsi-fungsi keluarga, seperti Fungsi Afektif, Fungsi Sosialisasi dan Penempatan Sosial, Fungsi reproduksi, Fungsi Ekonomi, Fungsi Perawatan dan Pemeliharaan Kesehatan.

**Pengertian Permainan Truth or Dare**  
Menurut (Utami, 2020) permainan Truth or Dare adalah permainan populer yang dimainkan oleh anak-anak, remaja hingga orang dewasa. Dilakukan secara berkelompok dengan menggunakan kartu Truth dan kartu Dare

**Manfaat Permainan Truth or Dare**  
Media permainan Truth or Dare ini memiliki beberapa manfaat dalam menunjang proses pemberian layanan (Cahyaningrum, 2020)  
1. Mempermudah peserta didik dalam memahami materi yang diberikan  
2. Menstimulus pikiran, kreativitas, daya cipta dan kepercayaan diri  
3. Belajar bekerjasama dan menerima pendapat  
4. suasana pembelajaran lebih aktif dan efisien

**Komponen Permainan Truth or Dare**  
1. Kartu Permainan  
Kartu permainan berbentuk persegi panjang dengan kombinasi perpaduan warna yang menarik dan gambar sesuai dengan fungsi-fungsi keluarga. Permainan Truth or Dare dilengkapi dengan 3 jenis kartu yaitu kartu Truth, kartu Dare, dan kartu Opportunity. Jika pemain mendapatkan kartu truth maka pemain menjawab pertanyaan dengan jujur, kemudian jika pemain memilih kartu dare maka pemain akan diberi tantangan yang dimana pemain harus memberikan penjelasan disertai alasan, jika pemain tidak dapat menjawab dan melakukan dengan benar, maka pemain akan mengambil kartu opportunity yaitu membacakan mengenai informasi dari kartu yang didapat kepada pemain lain nya

**Komponen Permainan Truth or Dare**  
2. Koin Permainan  
Koin memiliki fungsi sebagai petunjuk pemain dalam penentuan kartu mana yang akan di dapatkan. Pemain akan melempar koin tersebut dan mengambil kartu permainan sesuai tulisan yang di dapatkan, pada satu sisi koin bertuliskan Truth dan sisi lain nya bertuliskan Dare



Figure 4. 4 Game Manuals

b. Game Coin



Figure 4. 1 Game Coin

The initial design of this media that has been made by this researcher was then tested by experts in their fields with lecturers of the Department of guidance and counseling and lecturers of the Indonesian Language Education Department of FKIP Untirta to determine the feasibility of the media. Media expert product validation test conducted by Mr. Alfiandy Warih Handoyo, M.Pd, material experts implemented Mr. Dr. Ibrahim Al Hakim, M.Pd, and linguists conducted by Mrs. Ade Angraini Kartika Devi, M.Pd. The Output of product feasibility testing based on the feasibility category of Arikunto's 2009 findings (Anderha & Maskar, 2020) as follows:

Chart 3. Product Qualification Category

Score (%)	Qualifying Category
< 21%	Very Not Eligible
21% - 40%	Not Eligible
41 – 60%	Enough Eligible
61 – 80%	Eligible
81 – 100%	Very Eligibile

Data feasibility testing results further analysis, in order to obtain the output of:

**Chart 4. Product Feasibility Testing**

No.	Expert Scoring	Percentage Rating	Categori
1	Media Expert	82,5%	Very Feasible
2	Material Expert	93,3%	Very Feasible
3	Language Expert	88,6%	Very Feasible
<b>Total Average Score</b>		<b>88,1%</b>	<b>Very Feasible</b>

From these results, the three assessments are included in the category of very feasible, found the percentage value of media experts at 82.5%, the percentage value of material experts at 93.3%, the presentation value of linguists at 88.6%, and the average percentage score of 88.1% is categorized as very feasible. Qualitatively, the three experts revealed that the product is easy to understand and interesting, as for some input in terms of writing, size and media material to be more appropriate on the game card and additional explanations in the game guide. So, the development of truth Or dare game media about family functions is very feasible if applied or tested in the field.

The truth or dare game was tested on a limited basis, distributed to 10 students with the lowest understanding of family functions. Then the students were given individual assessment sheets regarding the media that had been played, by obtaining scores namely:

**Chart 5. Product Feasibility Testing Value**

Scoring Aspect	X	Xi	%	Category
Media Feasibility	174	200	87%	Very Feasible
Material Feasibility	173	200	86,5%	Very Feasible
Language Feasibility	165	200	82,5%	Very Feasible
<b>Total</b>	<b>512</b>	<b>600</b>	<b>85,3%</b>	<b>Very Feasible</b>

Based on the table above, the three assessments are included in the very feasible category, where the media feasibility aspect gets a value of 87%, the material feasibility aspect gets a value of 86.5, and the language feasibility aspect gets a value of 82.5% the total value of this product test assessment is 85.3% which means the product is very feasible to use with a score of 512 out of 600. Then students were given a questionnaire understanding of family functions, in order to analyze whether or not there is an increase in the level of understanding of family functions. The results of the pre-test and post-test values as follows:

**Chart 6. Value Comparison**

Respondent	Pre-Test	Post-Test	Description
R1	85	146	Increased
R2	110	152	Increased
R3	112	121	Increased
R4	112	129	Increased
R5	116	148	Increased
R6	117	161	Increased
R7	120	134	Increased
R8	122	127	Increased
R9	124	131	Increased
R10	125	154	Increased

Based on the table above, after a limited trial, the comparison of pre-test and post-test data results can be said that there is an increase in the level of understanding of family functions with truth or dare media.

## SUMMARY

### Conclusion

In the results of research and development conducted on students of the 2021 batch of guidance and Counseling Department of the Faculty of Teacher Training and education, Sultan Ageng Tirtayasa University regarding understanding family functions is still said to be quite low based on the results of preliminary research, which is a high category with a percentage of 17.6% consisting of 15 students, a medium category with a percentage of 65.8% consisting of 56 students, and a low category with a percentage of 16.4% consisting of 14 students. So there is a need for service innovation to provide understanding information about family functions for students.

Researchers develop the media game truth Or dare as a facility for students to better understand and understand the functions of the family. Research development using ADDIE model (analysis, design, development, implementation, evaluation). The stages taken by the product through several processes and feasibility testing with experts in their fields, for the media feasibility test reached 82.5%, material feasibility test reached 93.3%, and language feasibility test reached 88.6%, with a total average score of 88.1% and the results of initial product trials reached 85.3% which were carried out in a limited manner. So it can be said that the product is feasible to be implemented in the field.

So the conclusion is that the development of truth Or dare game media to provide an understanding of family functions for students of the 2021 batch of the guidance and Counseling Department of the Faculty of Teacher Training and education, Sultan Ageng Tirtayasa University is feasible to be used or implemented in the field.

### Suggestion

From the results that have been presented by the author, of course there are suggestions as follows:

1. The facilitator / teacher BK  
Facilitators are expected to use truth Or dare media in guidance and counseling information services in bk laboratories or schools. Facilitators follow up on the results of the service delivery process by using this game media such as providing evaluation sheets or conducting discussions with groups to further deepen the understanding that has been given in a game.
2. For Students  
The development of truth Or dare game media hopefully can help students understand information about family functions. Being able to make students more active, excited in the process of self-maturation and able to make the right decisions in planning family life in the future.
3. For Further Researchers  
In the development of truth Or dare media can be developed more creative and innovative in order to have more appeal so as to make individuals have a high sense of curiosity and interest, and can test the effectiveness of this truth or dare game media widely.

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