

ABSTRACT**THE EFFECT OF CHESS GAME TO COMFORT MIND (COGNITIVE)
AT ELDERLY WITH DEMENTIA IN KARANGGENENG LAMONGAN**

Quasy Experimental Study at Karanggeneng, Lamongan

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Dementia is a part of neurodegenerative process that occur in elderly. Dementia caused by decrease in cognitive function. Playing game is one of activity that can be intervention for dementia in elderly. Chess game is the game that familiar in whole world and also in Karanggeneng, Lamongan. This study aim to analyze the effect of chess game to comfort mind (cognitive) at elderly with dementia.

Design used in this study was quasy experimental study. Population in this study was elderly with dementia in Lamongan. The respondent in this study is 20 person, consist by 10 person in intervention group and 10 person in control group. Respondent selected through multi stage random sampling. The independent variable was chess game, and dependent variable was comfort mind (cognitive). Data were collected using MoCA-Ina questionnaires and analyzed using Paired T-Test and Independent T-Test with a significance level of $\alpha \leq 0.05$.

The results showed that there was an influence of chess game to comfort mind (cognitive) at elderly with dementia in intervention group ($p=0,000$), and there wasn't influence in control group ($p=0,758$). There was different level of comfort mind (cognitive) between intervention group and control group ($p=0,008$)

It can be concluded that chess game can influence comfort mind (cognitive) in elderly with dementia. Further research was suggested to use chess game as one of alternative intervention for elderly with dementia.

Keywords: chess game, comfort mind cognitive, dementia elderly