

BAB VI

KESIMPULAN DAN SARAN

6.1 Kesimpulan

Desain aplikasi *Mobile* pembelajaran bahasa daerah untuk anak-anak berdasarkan prinsip pedagogi ini dirancang untuk memenuhi tujuan penelitian menggunakan metode *Gamification*. Pembelajaran bahasa daerah ini disesuaikan dengan tingkat kemampuan anak-anak usia 9-10 tahun. Metode *Gamification* digunakan sebagai daya tarik agar anak-anak semakin termotivasi untuk belajar.

Kelebihan dari penelitian ini yaitu:

1. Tampilan *user friendly*
2. Tampilan desain secara visual dan video menarik dan mudah dipahami
3. *Gamification* dapat memotivasi dalam pembelajaran

Kekurangan dari penelitian ini yaitu:

1. Tool yang digunakan yaitu Adobe XD masih belum bisa menampilkan gambar bergerak.
2. Interface masih perlu dikembangkan
3. Sasaran pengguna hanya untuk usia 9-10 tahun

6.2 Saran

Penelitian desain aplikasi *Mobile* pembelajaran bahasa daerah untuk anak-anak menggunakan *Gamification* ini masih bisa dikembangkan dengan sangat luas pada penelitian yang akan datang. Saran yang bisa penulis berikan yaitu penambahan fitur-fitur, interface design, dan model game sehingga bisa membuat user lebih termotivasi. Penggabungan model *Gamification* dan beberapa elemen-elemen juga dapat digunakan sebagai pengembangan berikutnya.



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