

BAB V

KESIMPULAN DAN SARAN

5.1. Kesimpulan

Berdasarkan hasil penelitian dan pembahasan mengenai analisis pengaruh fitur-fitur pada *game*, seperti: *reward features*, *punishment features*, dan *presentation features* terhadap adiksi *game*, maka dapat ditarik kesimpulan sebagai berikut:

1. Reward Features

Variable Reward Features (X1) secara parsial, menunjukkan bahwa terdapat pengaruh negatif tidak signifikan terhadap variable adiksi *game* (Y),

2. Punishment Features

Variable Punishment Features (X2) secara parsial, menunjukkan bahwa terdapat pengaruh positif dan signifikan terhadap variable adiksi *game* (Y),

3. Presentation Features

Variable Presentation Features (X3) secara parsial, menunjukkan bahwa terdapat pengaruh negatif tidak signifikan terhadap variable adiksi *game* (Y).

5.2. Saran

Berdasarkan hasil penelitian yang telah dilakukan, ditemukan bahwa masih terdapat banyak keterbatasan dalam penelitian ini. Ada pun saran yang dapat diberikan adalah:

1. Bagi perusahaan pengembang *game* edukasi, diharapkan penelitian ini dapat dijadikan bahan masukan dan bahan pertimbangan untuk mengembangkan fitur *punishment* di dalam *game* untuk membuat para penikmat *game* dapat menikmati *game* sambil belajar.
2. Bagi pemain *game*, diharapkan penelitian ini dapat dijadikan bahan masukan untuk membatasi diri ketika mengakses suatu *game* terutama

pada fitur *punishment* agar lebih dapat mengontrol permainannya dan tidak menyebabkan adiksi.

3. Pada penelitian selanjutnya yang akan meneliti dibidang serupa agar memperhatikan sampel yang akan digunakan dengan berfokus pada satu genre *game* yaitu *Massively Multiplayer Online Role Playing Games* (MMORPG) sesuai dengan pemetaan dari karakteristik struktural video *game*, sehingga dengan begitu akan mendapatkan sampel yang lebih baik.



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