BAB V

KESIMPULAN DAN SARAN

6.1 Kesimpulan

Berdasarkan hasil di atas bahwa menggunakan metode gamifikasi bisa diterapkan pada area perencanaan darurat bencana banjir. Sehingga penggunaan aplikasi gamifikasi dapat mengedukasi masyarakat tanpa harus menunggu pelatihan staff sebelum proses konseling. Berdasarkan hasil evaluasi *USE* pada aspek *Usefulness* (UU), *Ease of use* (UE), *ease of learning* (UL), dan *satisfaction* (US) aspek kegunaan memiliki nilai tertinggi yaitu 82.44% karena dengan aplikasi peserta merasa terbantu dan dapat mempelajari bahaya bencana dan persiapan menghadapi bencana. Sebelum aplikasi, masyarakat harus menunggu pelatihan tentang bahaya bencana dan persiapan untuk bencana dari staf BPBD. Nilai terendah adalah aspek kepuasan yaitu 80.75% karena desain aplikasi pada tahap *walkthrough* tidak memiliki animasi yang menunjukkan tahapan yang harus dilakukan. Dalam penelitian selanjutnya menerapkan fitur simulasi bersama dengan VR sehingga proses penelusuran dapat menunjukkan langsung ke tahap peserta yang harus dilakukan sebelum bencana terjadi.

Kekurangan dari penelitian ini:

Pada saat proses *walkthrough* tidak bisa menampilkan fitur animasi karena tidak terdapat fungsi animasi pada *prototype* yang dibangun pada adobe XD.

Kelebihan dari penelitian ini:

Dengan adanya penelitian ini participant bisa langsung mengakses informasi mengenai persiapan darurat untuk bencana banjir tanpa harus menunggu pihak BPBD untuk proses pelatihan dan seleksi staff yang akan terjun ke tempat penyuluhan dan pemberian materi bencana banjir.

6.2 Saran
Saran yang diberikan oleh participant pada saat evaluasi *prototype* adalah menambahkan menerapkan fitur simulasi bersama dengan VR sehingga proses penelusuran dapat menunjukkan langsung ke tahap peserta yang harus dilakukan sebelum bencana terjadi.
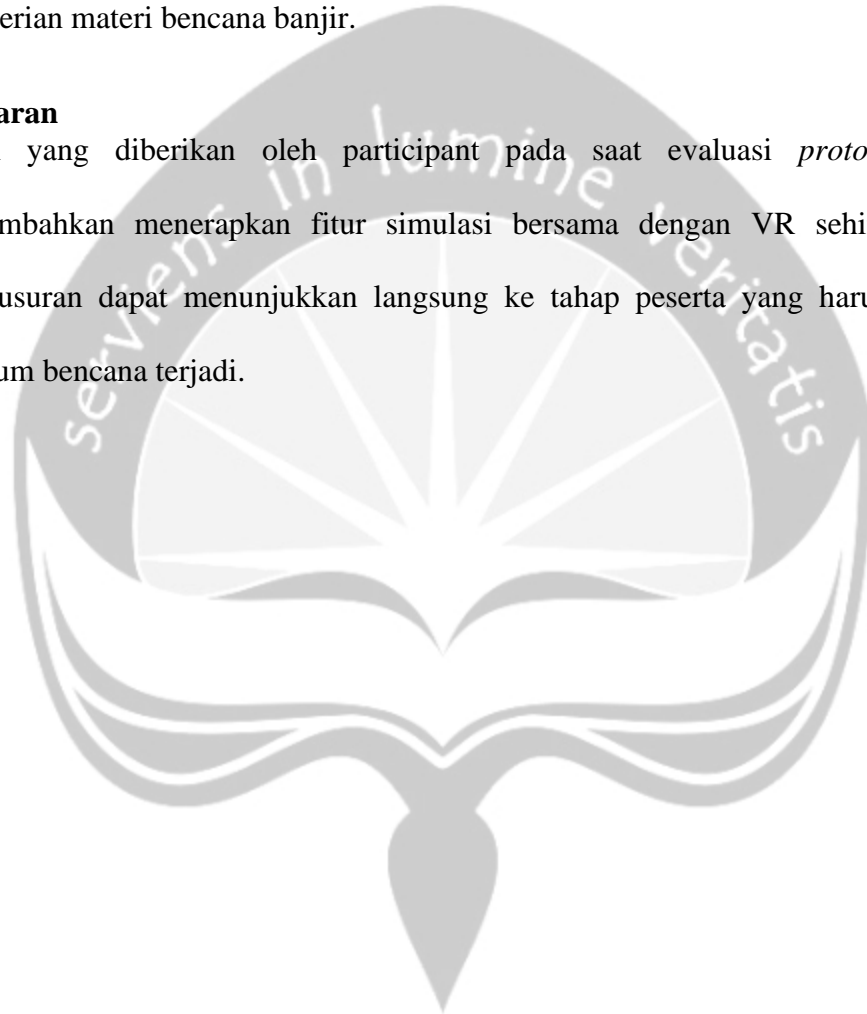
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