BAB VI

PENUTUP

6.1 Kesimpulan

Berdasarkan hasil yang dipaparkan di bab sebelumnya peneliti menyimpulkan bahwa dengan mengadopsi sosial media dan gamifikasi kedalam edukasi tuberculosis secara mobile penyampaian informasi tuberculosis lebih efektif. Hasil yang didapat memperlihatkan bahwa tingkat penerimaan pengguna pada aplikasi cukup baik. ini menjawab pertanyaan dalam rumusan masalah yang dikemeukakan peneliti di bab 1. Menggunakan tool UEQ kami dapat mengidentifikasi respond pengguna terhadap prototipe. Dalam ke enam skala penilaian UEQ, untuk skala penilaian stimulasi memiliki nilai yang excellent dengan rerata 1,58. Pada bab ini juga peneliti minyimpulakan bahwa jawaban dari rumusan masalah tentang reaksi pengguna dapat dilihat dari penilaian skala stimulasi terdapat items penilaian menarik dan memotivasi. Ini mengindikasikan bahwa suatu system edukasi yang baru dan interaktif lebih disukai pengguna,dan memotivasi baik dari segi konten Pendidikan tuberculosis maupun fitur aplikasi. Sedangkan skala penilaian *atraktiveness, Perspicuity, Efficiency,* dan *Novelty* memiliki penilaian diatas rata rata, hanya skala penilaian *dependability* yang memiliki penilaian dibawah rata rata. Selain menidentifikais secara statistic mealalui tool UEQ, kami juga mengevaluasi masukan dari opini participant. Ini bisa diajadikan referensi Penelitian yang akan dating.

6.2 Saran

Dalam identifikasi dan evaluasi opini participant kami menemukan masukan dari participant tuberculosis yang menginkan tantangan harian. Saran yang diberikan oleh participan pada saat evaluasi *prototype* adalah menambahkan menerapkan tanatngan harian.
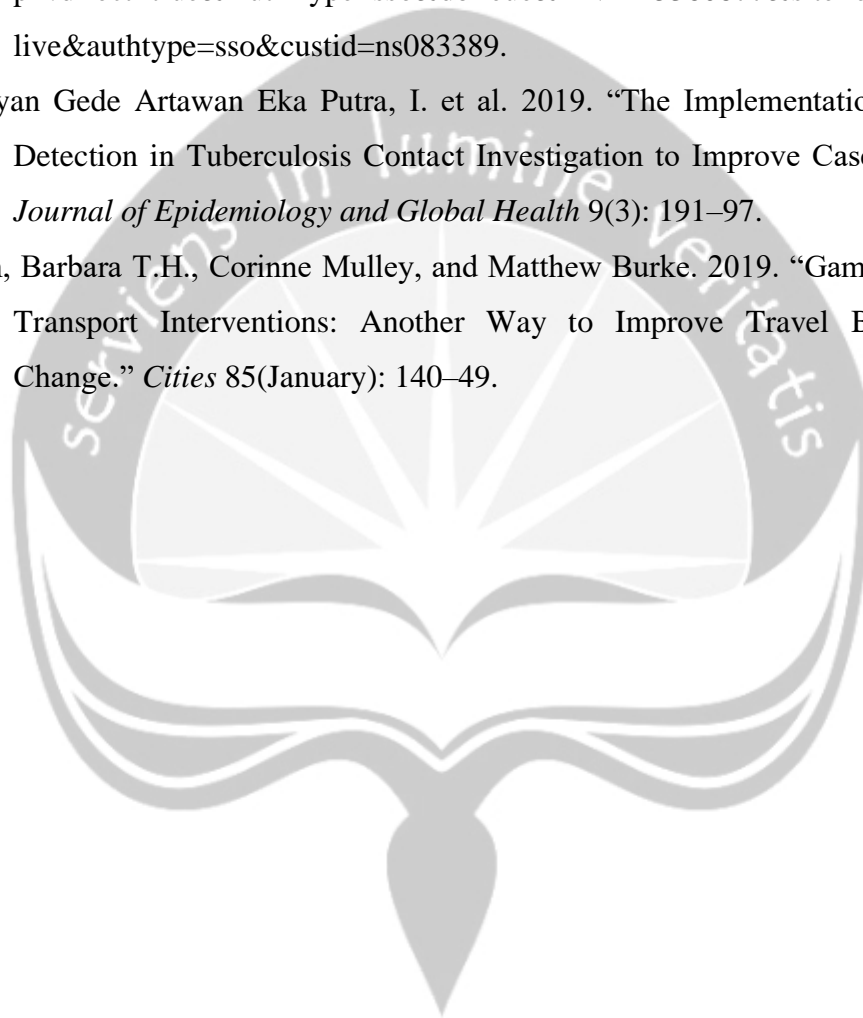
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LAMPIRAN

1. Kuisioner UEQ

	1	2	3	4	5	6	7		
menyusahkan	○	○	○	○	○	○	○	menyenangkan	1
tak dapat dipahami	○	○	○	○	○	○	○	dapat dipahami	2
kreatif	○	○	○	○	○	○	○	monoton	3
mudah dipelajari	○	○	○	○	○	○	○	sulit dipelajari	4
bermanfaat	○	○	○	○	○	○	○	kurang bermanfaat	5
Membosankan	○	○	○	○	○	○	○	mengasyikkan	6
tidak menarik	○	○	○	○	○	○	○	menarik	7
tak dapat diprediksi	○	○	○	○	○	○	○	dapat diprediksi	8
cepat	○	○	○	○	○	○	○	lambat	9
berdaya cipta	○	○	○	○	○	○	○	konvensional	10
menghalangi	○	○	○	○	○	○	○	mendukung	11
Baik	○	○	○	○	○	○	○	buruk	12
rumit	○	○	○	○	○	○	○	sederhana	13
tidak disukai	○	○	○	○	○	○	○	menggembirakan	14
lazim	○	○	○	○	○	○	○	terdepan	15
tidak nyaman	○	○	○	○	○	○	○	nyaman	16
aman	○	○	○	○	○	○	○	tidak aman	17
Memotivasi	○	○	○	○	○	○	○	tidak memotivasi	18
memenuhi ekspektasi	○	○	○	○	○	○	○	tidak memenuhi ekspektasi	19
tidak efisien	○	○	○	○	○	○	○	efisien	20
jelas	○	○	○	○	○	○	○	membingungkan	21
tidak praktis	○	○	○	○	○	○	○	praktis	22
terorganisasi	○	○	○	○	○	○	○	berantakan	23
Atraktif	○	○	○	○	○	○	○	tidak atraktif	24
ramah pengguna	○	○	○	○	○	○	○	tidak ramah pengguna	25
Konservatif	○	○	○	○	○	○	○	inovatif	26

2. Data seluruh partisipan

																					Items					
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3. Data partispan TBC

QUESTION ITEM UEQ																									
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												QUESTION ITEM UEQ													
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4. Data partisipan umum

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5. Turnitin

6. Bukti Submit