

## BAB VI

### KESIMPULAN DAN SARAN

#### 6.1. Kesimpulan

Pariwisata *Heritage* adalah perjalanan liburan dan tempat-tempat yang memiliki nilai warisan sebagai daya tarik. Dalam penelitian ini, mengusulkan desain aplikasi wisata cagar budaya menggunakan pendekatan *gamification*. Berdasarkan hasil di atas bahwa menggunakan metode *gamification* dapat digunakan untuk menjelajahi objek wisata peninggalan, terutama wisata candi. Selain itu juga dapat digunakan dalam menyampaikan informasi tentang sejarah dan pengetahuan objek wisata candi agar lebih menarik. Menguji desain prototipe dengan kuesioner yang terdiri dari 10 pernyataan yang telah diuji untuk pengujian reliabilitas dengan aplikasi SPSS. Kuesioner diberikan kepada 100 wisatawan yang mengunjungi candi Gedongsongo, Prambanan dan Borobudur dengan mencoba desain prototipe secara langsung. Hasilnya menunjukkan 86% pengguna setuju dengan desain prototipe yang diusulkan. Berdasarkan skala kepercayaan 95% yang menunjukkan penelitian ini berhasil merancang prototipe aplikasi mobile wisata warisan untuk mengeksplorasi wisata candi yang sesuai dengan pengguna berdasarkan 4 variabel yaitu Kegunaan, Kemudahan Penggunaan, Kemudahan Belajar dan Kepuasan seperti yang ditunjukkan pada tabel 12. Hasil dari tabel tersebut menunjukkan desain prototype yang diusulkan dapat berguna untuk berjelajah ditempat wisata *heritage* khususnya candi sesuai dengan pengguna.

Kelebihan dari penelitian ini yaitu:

1. Tampilan *user friendly*
2. Tampilan desain secara visual menarik dan mudah dipahami
3. Gamification dapat memotivasi dalam berpetualang atau berjelajah ditempat wisata heritage yaitu wisata candi

Kekurangan dari penelitian ini yaitu:

1. Tool yang digunakan yaitu Adobe XD masih belum bisa menampilkan gambar bergerak.
2. Interface masih perlu dikembangkan
3. Belum semua pariwisata heritage terdapa dalam aplikasi ini, hanya wisata candi saja.

## **6.2. Saran**

Penelitian desain aplikasi *Mobile* pariwisata Heritage dengan menggunakan pendekatan Gamification di Indonesia ini masih bisa dikembangkan dengan sangat luas pada penelitian yang akan datang. Saran yang bisa penulis berikan yaitu Dalam penelitian lebih lanjut, dapat dikembangkan dengan menambahkan wisata warisan lainnya seperti museum, istana, dll. Desain aplikasi dapat dikembangkan dengan menambahkan konsep 3D, agar lebih menarik.

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