

BAB V

KESIMPULAN DAN SARAN

5.1 Kesimpulan

Berdasarkan hasil pembahasan yang telah dipaparkan pada penelitian ini, maka kesimpulan yang dapat disimpulkan adalah

1. Penelitian ini menggunakan metode *Game Experience Questionnaire* untuk mengukur tingkat *user experience* pada Genshin Impact dengan menghitung nilai mean dari 14 komponen yang ada pada metode *Game Experience Questionnaire*. Berdasarkan hasil perhitungan tersebut didapatkan nilai yang menunjukkan tingkat *user experience* pada Genshin Impact.
2. Berdasarkan hasil analisis menggunakan *Game Experience Questionnaire*, komponen *immersion* dan *positive affect* merupakan faktor yang paling mempengaruhi *user experience* pemain saat bermain Genshin Impact. Komponen *immersion* dan *positive affect* mendapatkan nilai mean diatas 4 yang termasuk ke dalam kriteria sangat tinggi. Komponen *immersion* mendapatkan nilai 4,27 dan *positive affect* mendapatkan nilai 4,34.

5.2 Saran

Berdasarkan hasil penelitian yang telah dilakukan, peneliti menyadari bahwa dalam penelitian ini masih terdapat kekurangan seperti:

1. Penelitian ini hanya terbatas menganalisis *user experience* Genshin Impact berdasarkan komponen yang ada di dalam metode *Game Experience Questionnaire*. Pada penelitian berikutnya diharapkan untuk meneliti komponen yang ada di dalam *Game Experience Questionnaire* dengan membandingkannya terhadap elemen-elemen yang ada di dalam Genshin Impact.
2. Teknik pengambilan data pada penelitian ini menggunakan metode survei dengan menyebarkan kuesioner kepada responden di seluruh Indonesia. Pada penelitian berikutnya diharapkan dapat meneliti secara lebih mendalam terkait pengalaman pemain dengan menerapkan teknik wawancara.

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