

BAB VI

KESIMPULAN DAN SARAN

6.1. Kesimpulan

Berdasarkan hasil di atas dalam penelitian ini, mengusulkan desain dan prototype aplikasi pengenalan wisata budaya kabupaten Sikka menggunakan pendekatan gamifikasi. Metode gamifikasi dapat digunakan untuk mengeksplor wisata, memberikan informasi serta pengalaman wisata yang menarik. Pada penelitian ini desain prototype aplikasi mobile pengenalan wisata budaya dengan menggunakan elemen gamifikasi yang terdiri dari point, level, leaderboard, progress bars, storyline, dan reward. Terdapat pula fitur seperti sosial dan kode QR tersebut ditambahkan agar efek dari penerapan gamifikasi dapat lebih menarik.

Pengujian desain prototype dengan menggunakan kuesioner yang terdiri dari 10 pertanyaan dan 100 responden yang telah di uji validitas dan reliabilitas dengan menggunakan aplikasi SPSS. Hasilnya menunjukkan bahwa 85 % pengguna sangat setuju dengan desain prototipe yang diusulkan. Berdasarkan skala kepercayaan 95 % menunjukkan bahwa penelitian ini berhasil merancang prototype aplikasi mobile pengenalan wisata budaya kabupaten Sikka sesuai dengan pengguna berdasarkan 4 variabel yaitu Kegunaan (*usefulness*), Kemudahan penggunaan (*ease of use*), Kemudahan belajar (*ease of learning*), dan kepuasan (*satisfaction*) yang ada pada tabel 9. Hasil yang ditampilkan pada tabel tersebut menunjukkan bahwa desain prototype yang diusulkan dapat berguna bagi wisatawan untuk memperoleh informasi, pengetahuan dan pengalaman wisata yang menarik.

6.2. Saran

Saran dari penelitian ini desain aplikasi pengenalan wisata budaya kabupaten Sikka dengan pendekatan gamifikasi ini masih bisa dikembangkan dengan sangat luas pada penelitian yang akan datang dengan membuat aplikasi jadi, dengan menambahkan tempat wisata lainnya dan menambah fitur-fitur gamifikasi lainnya agar lebih menarik.



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