

BAB V

KESIMPULAN DAN SARAN

5.1 Kesimpulan

Berdasarkan hasil analisis data yang didapatkan kesimpulan yang bisa diberikan adalah *Game-Design-Factor Questionnaire* terdiri atas 12 faktor, menunjukkan bahwa 7 Faktor diantaranya *Game Goals, Game Mechanism, Game Fantasy, Sensation, Game Value, Challenges, dan Sociality* dengan rata-rata nilai di atas 4 dan masuk dalam kategori sangat baik. Dengan begitu *game Apex Legends* sudah masuk dalam kategori sangat baik karena sebagian besar nilai yang didapat sudah mencapai angka 4. Untuk faktor yang mendominasi adalah *game goals* dengan nilai rata-rata 4,37.

5.2 Saran

Penelitian ini menggunakan metode deskriptif kuantitatif. Diharapkan pada penelitian selanjutnya responden bisa mencakup pengalaman dengan *device* yang lain seperti *Consol* dan *mobile* untuk menjadi perbandingan antara *device* dengan minat tinggi.

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