

## BAB V

### KESIMPULAN DAN SARAN

#### 5.1 Kesimpulan

Berdasarkan hasil pembahasan riset ini, maka kesimpulan riset ini, yakni:

1. Penelitian ini memakai metode *Game Experience Questionnaire* dalam pengukuran tingkat *user experience* pada League of Legends Wild Rift dengan menghitung mean 14 komponen dalam metode *Game Experience Questionnaire*. Hasil perhitungan menunjukkan nilai tingkat *user experience* pada League of Legends Wild Rift.
2. Berdasarkan hasil analisis dengan *Game Experience Questionnaire*, komponen *immersion*, *competence*, *positive affect*, *empathy*, dan *behavioral involvement* menjadi faktor dominan berpengaruh pada *user experience* pemain ketika memainkan League of Legends Wild Rift. Komponen *immersion*, *competence*, *positive affect*, *empathy*, dan *behavioral involvement* memperoleh mean diatas 3 termasuk kategori tinggi. Komponen *immersion* memperoleh nilai 4,01, *competence* memperoleh nilai 3,49, *positive affect* mendapatkan nilai 3,97, *empathy* mendapatkan nilai 3,87, dan *behavioral involvement* mendapatkan nilai 3,66. Lalu nilai *mean* yang paling rendah adalah *negative experience* mendapatkan nilai 2,33 dan *returning to reality* mendapatkan nilai 2,38.

#### 5.2 Saran

Berdasarkan hasil riset, peneliti menyadari masih adanya kekurangan riset ini yakni:

1. Penelitian ini terbatas menganalisis *user experience* League of Legends Wild Rift aatas dasar komponen pada metode *Game Experience Questionnaire*. Pada riset selanjutnya harapannya dapat mengkaji

komponen pada *Game Experience Questionnaire* dengan membandingkannya elemen pada game League of Legends Wild Rift.

2. Teknik pengambilan data riset memakai metode survei melalui penyebaran kuesioner ke responden seluruh Indonesia. Pada riset selanjutnya harapannya mampu mengkaji mendalam mengenai pengalaman pemain melalui penerapan teknik wawancara agar penelitian lebih detail.



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