

## BAB 6

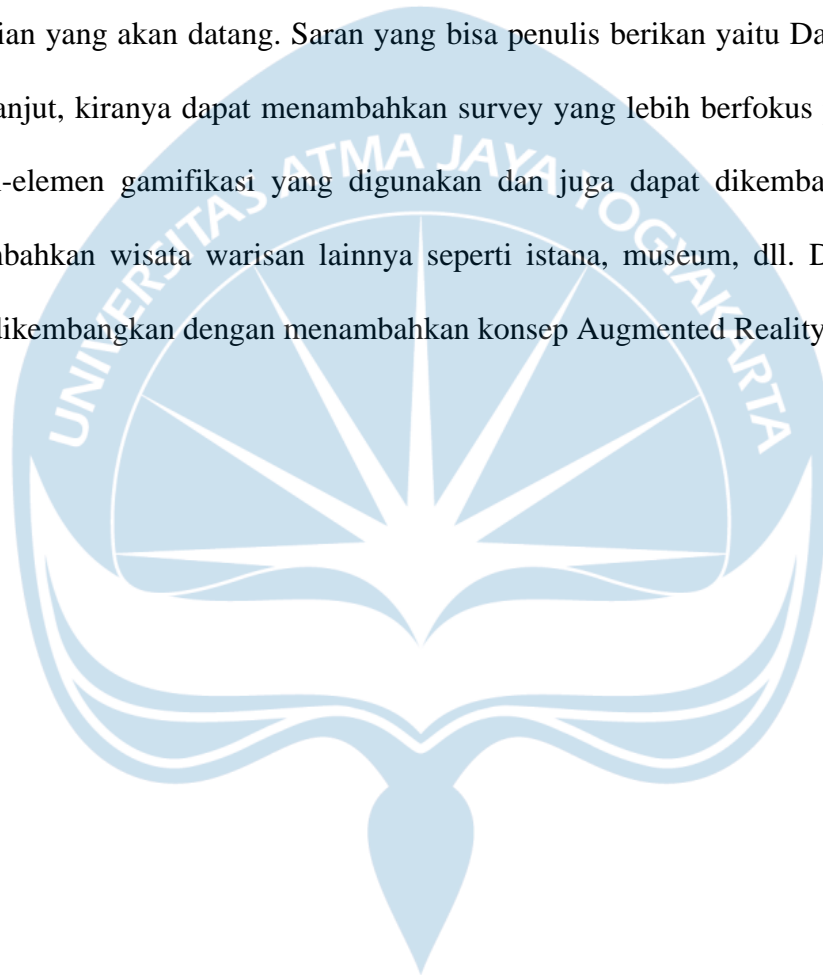
### KESIMPULAN DAN SARAN

#### 6.1 Kesimpulan

Sektor pariwisata di Indonesia merupakan suatu dasar untuk memperkenalkan dan mempromosikan kekayaan serta keindahan alam bangsa Indonesia. Minat destinasi wisata di Indonesia di bentuk menjadi 3 pola yaitu alam, budaya, dan buatan manusia. Dimana wisata budaya memiliki presentasi terbesar diantara alam dan buatan manusia, dengan sektor pendukungnya dari wisata warisan budaya dan sejarah. Candi merupakan bangunan sejarah yang memiliki sejarah Panjang yang menarik untuk di pelajari. Akan tetapi banyak wisatawan yang datang hanya untuk mengabadikan momen tanpa mempelajari sejarah dari candi yang dikunjungi. Dalam penelitian ini, mengusulkan desain aplikasi *mobile* untuk pariwisata Indonesia khususnya wisata sejarah dengan menggunakan pendekatan gamifikasi berhasil. Hal itu dilihat dari hasil rentang nilai interval dengan skor rata-rata 84,8% berada dalam kategori Sangat (setuju / Baik / Suka), yang menunjukkan bahwa desain *prototype* aplikasi *mobile* yang diusulkan sesuai dengan harapan dimana dapat membantu para wisatawan untuk mendapatkan informasi tentang sejarah candi secara efektif, dengan elemen gamifikasi yang digunakan pada penelitian ini antara lain *point*, *level*, *challenges*, *reward* dan *feedback*.

## 6.2 Saran

Penelitian dengan judul desain aplikasi *Mobile* untuk pariwisata Indonesia menggunakan pendekatan gamifikasi ini masih bisa dikembangkan secara luas pada penelitian yang akan datang. Saran yang bisa penulis berikan yaitu Dalam penelitian lebih lanjut, kiranya dapat menambahkan survey yang lebih berfokus pada penilaian elemen-elemen gamifikasi yang digunakan dan juga dapat dikembangkan dengan menambahkan wisata warisan lainnya seperti istana, museum, dll. Desain aplikasi dapat dikembangkan dengan menambahkan konsep Augmented Reality.



## DAFTAR PUSTAKA

- [1] Badan Pusat Statistik, “Jumlah kunjungan wisman ke Indonesia melalui pintu masuk utama pada Juni 2022 mencapai 345,44 ribu kunjungan dan Jumlah penumpang angkutan udara internasional pada Juni 2022 naik 23,28 persen,” *Badan Pus. Stat.*, no. 56, pp. 1–20, 2022, [Online]. Available: <https://www.bps.go.id/pressrelease/2022/08/01/1875/jumlah-kunjungan-wisman-ke-indonesia-melalui-pintu-masuk-utama-pada-juni-2022-mencapai-345-44-ribu-kunjungan-dan-jumlah-penumpang-angkutan-udara-internasional-pada-juni-2022-naik-23-28-persen.html%0Ahttps>
- [2] “Jadi Sumber Utama Devisa Negara, Kemenhub Bangun Infrastruktur Transportasi 5 Bali Baru.” <https://dephub.go.id/post/read/jadi-sumber-utama-devisa-negara-kemenhub-bangun-infrastruktur-transportasi-5-bali-baru> (accessed Dec. 05, 2022).
- [3] R. Ratman, “Pembangunan Destinasi Pariwisata Prioritas,” *Tour. Hosp. Essentials*, vol. 7, no. 2, p. 11, 2016.
- [4] “Menparekraf: Wisata sejarah bawa manfaat jika dikemas kearifan lokal - PEDULI COVID19 | KEMENPAREKRAF / BAPAREKRAF RI.” <https://pedulicovid19.kemenparekraf.go.id/menparekraf-wisata-sejarah-bawa-manfaat-jika-dikemas-kearifan-lokal/> (accessed Dec. 05, 2022).
- [5] A. R. Bahtiar, A. J. T. Segara, and Suyoto, “Design of smart gamification in village tourism: An Indonesian case study,” *Int. J. Eng. Pedagog.*, vol. 10, no. 1, pp. 82–93, 2020, doi: 10.3991/ijep.v10i1.11522.
- [6] “Parlementaria Terkini - Dewan Perwakilan Rakyat.” <https://www.dpr.go.id/berita/detail/id/30968/t/Sektor+Pariwisata+Berikan+Devisa+Terbesar+Untuk+Negara> (accessed Jan. 09, 2023).
- [7] L. R. Gendhis Saras Zandy, “The Roles of The Tourism Sector in The Labor Absorption in The Trade, Restaurant, and Accommodation Sectors in Bali Province in 2013-2017,” *J. Appl. Econ. Dev. Ctries.*, vol. 4, no. 1, pp. 30–38, 2019.
- [8] U. Gretzel, M. Sigala, Z. Xiang, and C. Koo, “Smart tourism: foundations and developments,” *Electron. Mark.*, vol. 25, no. 3, pp. 179–188, 2015, doi: 10.1007/s12525-015-0196-8.
- [9] J. Neidhardt and H. Werthner, “IT and tourism: still a hot topic, but do not forget IT,” *Inf. Technol. Tour.*, vol. 20, no. 1–4, pp. 1–7, 2018, doi: 10.1007/s40558-018-0115-x.
- [10] N. Kristianti, N. Purnawati, and S. Suyoto, “Virtual Education with Puzzle Games for Early Childhood – A Study of Indonesia,” *Int. J. Eng. Pedagog.*, vol. 8, no. 2, p. 14, 2018, doi: 10.3991/ijep.v8i2.7943.
- [11] Ketut Agustini, I Made Putrama, Dessy Seri Wahyuni, and I Nengah Eka Mertayasa, “Applying Gamification Technique and Virtual Reality for Prehistoric Learning toward the Metaverse,” 2022.

- [12] L. Aguiar-Castillo, L. Hernández-López, P. De Saá-Pérez, and R. Pérez-Jiménez, “Gamification as a motivation strategy for higher education students in tourism face-to-face learning,” *J. Hosp. Leis. Sport Tour. Educ.*, vol. 27, no. March, 2020, doi: 10.1016/j.jhlste.2020.100267.
- [13] G. I. W. Tamtama, P. Suryanto, and Suyoto, “Design of english vocabulary mobile apps using gamification: An Indonesian case study for kindergarten,” *Int. J. Eng. Pedagog.*, vol. 10, no. 1, pp. 105–162, 2020, doi: 10.3991/ijep.v10i1.11551.
- [14] D. Mo *et al.*, “Using gamification and social incentives to increase physical activity and related social cognition among undergraduate students in Shanghai, China,” *Int. J. Environ. Res. Public Health*, vol. 16, no. 5, pp. 1–17, 2019, doi: 10.3390/ijerph16050858.
- [15] R. Hammady, M. Ma, and N. Temple, “Augmented reality and gamification in heritage museums,” *Lect. Notes Comput. Sci. (including Subser. Lect. Notes Artif. Intell. Lect. Notes Bioinformatics)*, vol. 9894 LNCS, no. September, pp. 181–187, 2016, doi: 10.1007/978-3-319-45841-0\_17.
- [16] F. B. P. Prakasa, S. Suyoto, and A. W. R. Emanuel, “Designing mobile application gamification for tourism village in Indonesia,” *IOP Conf. Ser. Mater. Sci. Eng.*, vol. 1098, no. 3, p. 032033, 2021, doi: 10.1088/1757-899x/1098/3/032033.
- [17] F. Marisa, T. M. Akhriza, A. L. Maukar, A. R. Wardhani, S. W. Iriananda, and M. Andarwati, “Gamifikasi (Gamification) Konsep dan Penerapan,” *JOINTECS (Journal Inf. Technol. Comput. Sci.)*, vol. 5, no. 3, p. 219, 2020, doi: 10.31328/jointecs.v5i3.1490.
- [18] A. González, “Turning a traditional teaching setting into a feedback-rich environment,” *Int. J. Educ. Technol. High. Educ.*, vol. 15, no. 1, pp. 1–21, 2018, doi: 10.1186/s41239-018-0114-1.
- [19] B. K. White, A. Martin, and J. White, “Gamification and older adults: Opportunities for gamification to support health promotion initiatives for older adults in the context of COVID-19,” *Lancet Reg. Heal. - West. Pacific*, vol. 00, p. 100528, 2022, doi: 10.1016/j.lanwpc.2022.100528.
- [20] N. Kidi, B. Kanigoro, A. G. Salman, Y. L. Prasetyo, I. Lokaadinugroho, and A. A. Sukmandhani, “Android Based Indonesian Information Culture Education Game,” *Procedia Comput. Sci.*, vol. 116, pp. 99–106, 2017, doi: 10.1016/j.procs.2017.10.015.
- [21] F. Xu, D. Buhalis, and J. Weber, “Serious games and the gamification of tourism,” *Tour. Manag.*, vol. 60, pp. 244–256, 2017, doi: 10.1016/j.tourman.2016.11.020.
- [22] T. Aldemir, B. Celik, and G. Kaplan, “A qualitative investigation of student perceptions of game elements in a gamified course,” *Comput. Human Behav.*, vol. 78, pp. 235–254, 2018, doi: 10.1016/j.chb.2017.10.001.
- [23] M. Sailer, J. U. Hense, S. K. Mayr, and H. Mandl, “How gamification

- motivates: An experimental study of the effects of specific game design elements on psychological need satisfaction,” *Comput. Human Behav.*, vol. 69, pp. 371–380, 2017, doi: 10.1016/j.chb.2016.12.033.
- [24] P. Buckley and E. Doyle, “Gamification and student motivation,” *Interact. Learn. Environ.*, vol. 24, no. 6, pp. 1162–1175, 2016, doi: 10.1080/10494820.2014.964263.
- [25] J. Koivisto and J. Hamari, “The rise of motivational information systems: A review of gamification research,” *Int. J. Inf. Manage.*, vol. 45, no. June 2017, pp. 191–210, 2019, doi: 10.1016/j.ijinfomgt.2018.10.013.
- [26] H. Warmelink, J. Koivisto, I. Mayer, M. Vesa, and J. Hamari, “Gamification of production and logistics operations: Status quo and future directions,” *J. Bus. Res.*, vol. 106, no. September, pp. 331–340, 2020, doi: 10.1016/j.jbusres.2018.09.011.
- [27] M. Nowostawski, S. McCallum, and D. Mishra, “Gamifying research in software engineering,” *Comput. Appl. Eng. Educ.*, vol. 26, no. 5, pp. 1641–1652, 2018, doi: 10.1002/cae.21994.
- [28] R. G. Boboc, M. Duguleana, G. D. Voinea, C. C. Postelnicu, D. M. Popovici, and M. Carrozzino, “Mobile augmented reality for cultural heritage: Following the footsteps of Ovid among different locations in Europe,” *Sustain.*, vol. 11, no. 4, 2019, doi: 10.3390/su11041167.
- [29] H. Skinner, D. Sarpong, and G. R. T. White, “Meeting the needs of the Millennials and Generation Z: gamification in tourism through geocaching,” *J. Tour. Futur.*, vol. 4, no. 1, pp. 93–104, 2018, doi: 10.1108/JTF-12-2017-0060.
- [30] Bunchball, “Gamification 101 : An Introduction to the Use of Game Dynamics to Influence Behavior Gamification 101 : An Introduction to the Use of Game Dynamics to Influence Behavior,” *white Pap.*, no. October, 2010.
- [31] P. Kosmas *et al.*, “Enhancing accessibility in cultural heritage environments: considerations for social computing,” *Univers. Access Inf. Soc.*, vol. 19, no. 2, pp. 471–482, 2020, doi: 10.1007/s10209-019-00651-4.
- [32] F. Adiyaksa and priyono nugroho Djojomartono, “Journal of Geospatial Information Science and Engineering,” *J. Geospatial Inf. Sci. Eng.*, vol. 4, no. 1, pp. 81–86, 2021.
- [33] “Candi Prambanan - Kapanewon Prambanan Kabupaten Sleman.” <https://prambanan.slemankab.go.id/candi-prambanan/> (accessed Jan. 22, 2023).
- [34] S. Kandiawan, Supriyoko, and Y. Prihatni, “Etnomatematika Pada Candi Ratu Boko Sebagai Pendukung Pembelajaran Matematika Realistik,” *Pros. Semin. Nas. Pendidik.*, no. April, pp. 172–177, 2018.
- [35] M. Gao, P. Kortum, and F. Oswald, “Psychometric evaluation of the USE (usefulness, satisfaction, and ease of use) questionnaire for reliability and validity,” *Proc. Hum. Factors Ergon. Soc.*, vol. 3, pp. 1414–1418, 2018, doi: 10.1177/1541931218621322.
- [36] Bunchball, “Gamification 101: An Introduction to the Use of Game,” no.

October, 2010, doi: 10.1016/j.compedu.2012.12.020.

- [37] V. H. Pranatawijaya, W. Widiatry, R. Priskila, and P. B. A. A. Putra, “Penerapan Skala Likert dan Skala Dikotomi Pada Kuesioner Online,” *J. Sains dan Inform.*, vol. 5, no. 2, pp. 128–137, 2019, doi: 10.34128/jsi.v5i2.185.
- [38] G. B. Aji and R. Waluyo, “Animasi Cerita Wayang Sebagai Media Pembelajaran Bahasa Jawa,” *J. Comput. Sci. Eng. ...*, vol. 2, no. 1, pp. 51–79, 2021, [Online]. Available: <http://www.icsejournal.com/index.php/JCSE/article/view/79>

