

BAB 6

PENUTUP

6.1 Kesimpulan

Berdasarkan tahapan metodologi penelitian pada bab-bab sebelumnya maka dapat disimpulkan bahwa *Prototype* aplikasi *Mobile* Pariwisata Cagar Budaya kota Pontianak menggunakan teknologi *Augmented Reality* menerapkan *Prototyping Model* sebagai metode pengembangannya, menggunakan *Framework Vuforia* dengan *Unity* dalam proses perancangan aplikasi dan desain *User Interface* aplikasi menampilkan identitas beserta ciri kota Pontianak. Kemudian didapat hasil pada pengujian aplikasi dengan metode *System Usability Scale* total nilai Skor SUS sebesar **2325** dengan nilai rata-rata yang dihasilkan adalah **75.00** yang menunjukkan:

1. *Acceptability Ranges* aplikasi termasuk dalam kategori *Acceptable*
2. *Grade Scale* dalam kategori C
3. *Adjective Rating* dalam kategori *GOOD*.

Kelebihan dari penelitian ini :

1. Desain *User Interface* yang unik dimana menampilkan identitas beserta ciri kota Pontianak.
2. Penerapan teknologi *Augmented Reality* dan Gamifikasi meningkatkan pengalaman pengunjung wisata.

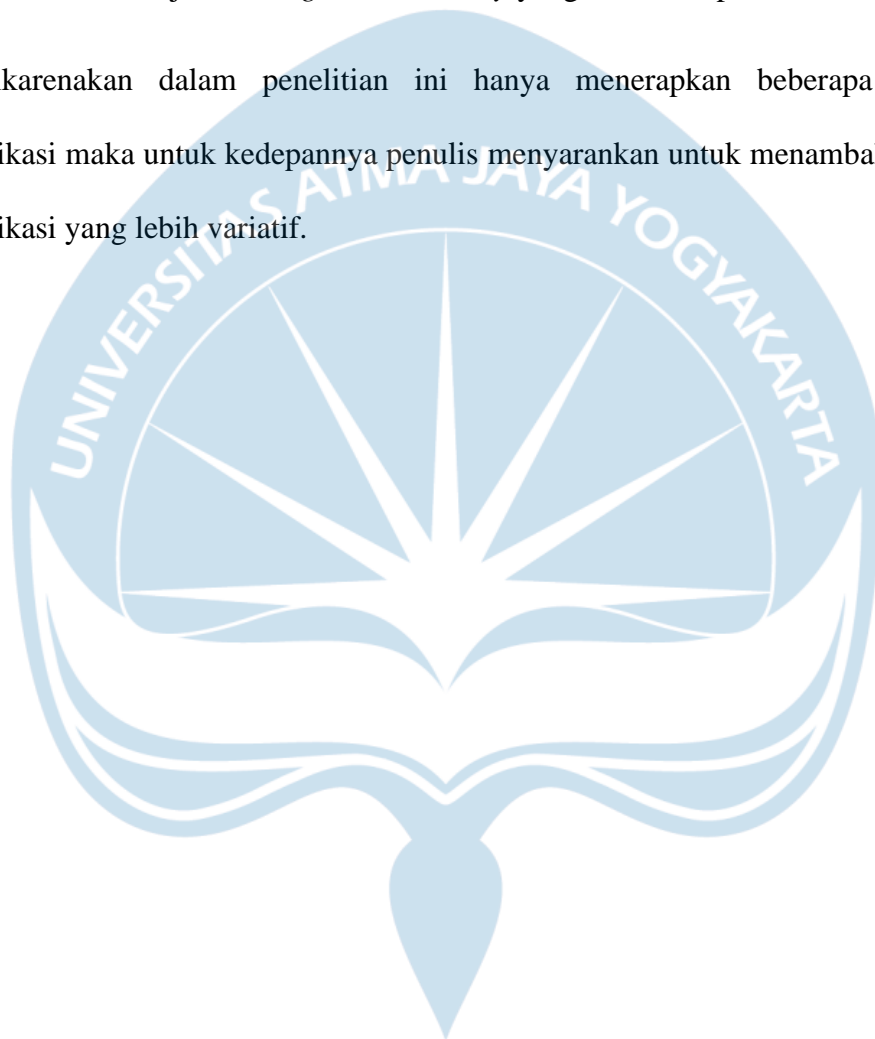
Kekurangan dari penelitian ini :

1. Aplikasi edukasi masih berupa *Prototype Mobile* dan bersifat statis.

6.2 Saran

Karena dalam penelitian terdapat kekurangan aplikasi yang masih bersifat statis maka penulis menyarankan untuk dapat menintegrasikan aplikasi dengan databse Serta mendesain objek 3D *Augmented Reality* yang lebih kompleks dan interaktif.

Dikarenakan dalam penelitian ini hanya menerapkan beberapa elemen gamifikasi maka untuk kedepannya penulis menyarankan untuk menambah elemen gamifikasi yang lebih variatif.



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