

BAB V

PENUTUP

5.1. Kesimpulan

Evaluasi usability platform metaverse dengan *virtual reality* menggunakan Metode USE (*Usefulness, Satisfaction, Easy to Use*) memiliki 30 jumlah pertanyaan. Kuesioner dibagikan kepada 32 orang yang merupakan pelaku dan pengguna produk industri MICE untuk memberikan respon terhadap desain aplikasi. Berdasarkan tahapan hasil penilaian dari 32 responden diperoleh hasil pengukuran yang menyebutkan semua pertanyaan memenuhi validitas dan reliabilitas, skor pengukuran kegunaan, umpan balik pengguna, syarat regresi linear berganda, dan analisis Uji-T. Analisis hasil menunjukkan bahwa USE Questionnaire merupakan alat yang valid dan reliabel untuk penilaian kegunaan Metaverse MICE menggunakan VR. Pengecekan validitas menunjukkan bahwa semua item pertanyaan berada pada kriteria valid. Reliabilitas semua variabel yang dimasukkan dalam kuesioner melebihi ambang batas minimum. Observing the positive comments exposed more detail. Dan jika mengamati komentar positif mengungkap lebih banyak detail. Tiga kata kunci yang mewakili pemikiran para pelaku dan pengguna industri MICE terhadap Platform Metaverse MICE khususnya yang menggunakan VR yaitu bisa digunakan, tepat guna, dan bermanfaat. Ketiga kata kunci tersebut mewakili penilaian positif yang dapat menyimpulkan bahwa layanan ini memiliki penilaian yang baik dan dapat diterima oleh pelaku dan pengguna industri MICE terhadap Platform

Metaverse MICE. Kemudian dalam analisis Uji-T menunjukkan "Sig. 2-tailed" sama dengan 0.000 untuk variabel independen maupun variabel dependen. Hal ini menunjukkan bahwa kegunaan (*Usefulness*), kemudahan penggunaan (*Easy of Use*), kemudahan belajar (*Easy of Learning*) berpengaruh signifikan pada kepuasan (*Satisfaction*). Selain itu dapat juga diuji dengan melihat hasil nilai t, yang menggunakan aturan semakin tinggi nilai t dan bernilai positif, maka variabel tersebut akan berpengaruh besar/positif terhadap variabel dependen.

Kelebihan dari penelitian ini :

1. Kasus event yang digunakan dalam pengujian sangat unik dan menarik secara konsep.
2. Objek 3D yang digunakan dalam penerapan teknologi Metaverse MICE ini sangat presisi dalam membangun proyeksi ukuran ruang, terutama dengan objek 3D bangunan yang mengikuti bangunan aslinya, selain itu ketika diakses menggunakan layanan *online-cloud*, objek-objek tersebut sangat stabil, sehingga saat digunakan hal ini meningkatkan kepuasan pengguna.
3. Pengetahuan, pemahaman, dan kesadaran mengenai teknologi Metaverse menjadi lebih terbuka setelah mendalami evaluasi usability dengan menggunakan Metode USE dalam penelitian ini.
4. Rasa pusing yang ditimbulkan dari penggunaan virtual reality, yang bisa disebabkan karena belum terbiasanya pengguna/responden atau belum sesuai pemasangan perangkat HMD (*head mount display*)

dipenglihatkan pengguna saat pengujian, ternyata tidak menjadi pengaruh terhadap penilaian terhadap teknologi yang diperkenalkan, peneliti menangkap ini dikarenakan dari rata-rata pengguna terkesan dengan pengalaman menggunakan Platform Metaverse ini.

Kekurangan dari penelitian ini:

1. Keterbatasan ketersediaan alat VR yang belum mudah untuk ditemukan atau dimiliki banyak orang, sehingga menjadi kendala bagi yang ingin merasakan kembali pengalaman seperti dalam penelitian ini.
2. Bagi pengguna baru, beresiko mengalami motion sickness/ rasa pusing saat menggunakan perangkat VR sangat tinggi, meskipun peneliti sudah melakukan arahan-arahan yang menjaga agar responden tidak mengalami hal tersebut, ini dikarenakan faktor belum terbiasa atau responden terlalu bersemangat dengan keinginan untuk mengeksplorasi lingkungan Metaverse yang disediakan, sehingga dalam berpindah-pindah tempat tidak terkontrol.

5.2. Saran

1. Karena dalam penelitian ini peneliti merasa sangat terbatas dalam mencari rekan atau relasi untuk berdiskusi, mengkaji, dan menggali mengenai pendalaman teknologi Metaverse khususnya yang menggunakan *virtual reality*, sangat perlu diperbanyak ajakan bagi para akademisi untuk

mengambil topik-topik mengenai teknologi Metaverse dari banyak sudut pandang pengembangan, sehingga yang masih menjadi kekurangan, kendala, atau bahkan kekeliruan dalam memahami teknologi Metaverse dapat dipecahkan secara bersama-sama.

2. Perlunya penelitian-penelitian lanjutan dengan metode-metode lain selain metode USE, dalam mengukur berjalannya teknologi Metaverse saat digunakan.
3. Untuk menghindari motion sickness agar tetap menjadi kenyamanan bagi pengguna, baik peneliti ataupun pengguna yang akan menjadi responden dalam penelitian-penelitian serupa, harus paham dan mempelajari langkah-langkah untuk mengantisipasi dan penanganan terjadinya motion sickness.

Daftar Pustaka

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