BAB VI
PENUTUP

A. Kesimpulan

Cybersickness sebagai penyakit dunia *virtual* masih dirasakan oleh sebagian besar pengguna *virtual reality*. Gejala dari *cybersickness* antara lain pusing, mual, muntah, dan keringat dingin layaknya mabuk perjalanan. Berdasarkan penelitian yang telah dilakukan, kebanyakan responden yang berperan sebagai pengguna merasakan gejala *cybersickness*. Tingkat kenyamanan pengguna berbeda-beda tergantung dari pengalaman bermain pengguna selama memainkan permainan Metaverse Gamelan Demung *Virtual Reality*. Hasil penelitian juga menunjukkan efek yang dirasakan pengguna setelah memainkan permainan Metaverse Gamelan Demung *Virtual Reality* yaitu pengguna menjadi pusing. Hal ini disebabkan dari kecepatan pergeseran kamera *player* pada *controller* dalam permainan Metaverse Gamelan Demung *Virtual Reality*. Sama halnya dengan dunia nyata yang berputar terlalu cepat dapat menimbulkan gejala pusing, mual, atau keringat dingin yang disebut sebagai *motion sickness*. Persamaan dari *cybersickness* dan *motion sickness* yaitu gejala yang dialami, sedangkan perbedaan antara *cybersickness* dan *motion sickness* terletak pada penyebabnya. *Cybersickness* disebabkan oleh paparan dunia *virtual*, sedangkan *motion sickness* disebabkan dari dunia nyata.

Hasil penelitian juga menunjukkan pengguna mengalami *cybersickness* disebabkan waktu yang makin lama berada dalam dunia *virtual* maka, gejala *cybersickness* akan makin terasa. Hal lain penyebab *cybersickness* dari berbagai penelitian menyatakan *cybersickness* juga disebabkan karena ketidakcocokan antara sinyal vestibular dan visual. Ketika visual melihat pergerakan dalam dunia *virtual* maka, akan memberi sinyal pengguna sedang bergerak. Namun, vestibular tidak merasakan pergerakan dari dunia nyata sehingga, vestibular memberikan sinyal tidak bergerak. Akibat dari ketidakcocokan ini menimbulkan gejala *cybersickness* sehingga, pengguna

mengalami penyakit dunia *virtual*. Namun, *cybersickness* masih belum dapat diketehui secara pasti penyebab utamanya karena masalah *cybersickness* berhubungan langsung antara perangkat keras *virtual reality* dan fisiologi manusia. Hal yang dapat dilakukan pengembang perangkat lunak *virtual reality* adalah mengoptimalkan gejala *cybersickness* yang dapat dirasakan oleh penggunanya. Berdasarkan hasil analisis, rekomendasi pengoptimalan yang dapat diberikan kepada pengembang permainan Metaverse Gamelan Demung *Virtual Reality* yaitu mengurangi kecepatan pergeseran kamera *player* pada *controller*.

B. Saran

Saran yang dapat diberikan kepada pengembang permainan Metaverse Gamelan Demung *Virtual Reality* agar pengguna dapat memainkan permainan gamelan Demung dengan baik tanpa terlalu merasakan gejala *cybersickness* yaitu dilakukan pengoptimalan. Pengoptimalan yang dapat dilakukan oleh pengembang permainan adalah mengurangi kecepatan pergeseran kamera *player* pada *controller* dalam permainan Metaverse Gamelan Demung *Virtual Reality* sehingga, pengguna dapat lebih lama berada dalam dunia *virtual* dan nyaman memainkan permainan Metaverse Gamelan Demung *Virtual Reality*.

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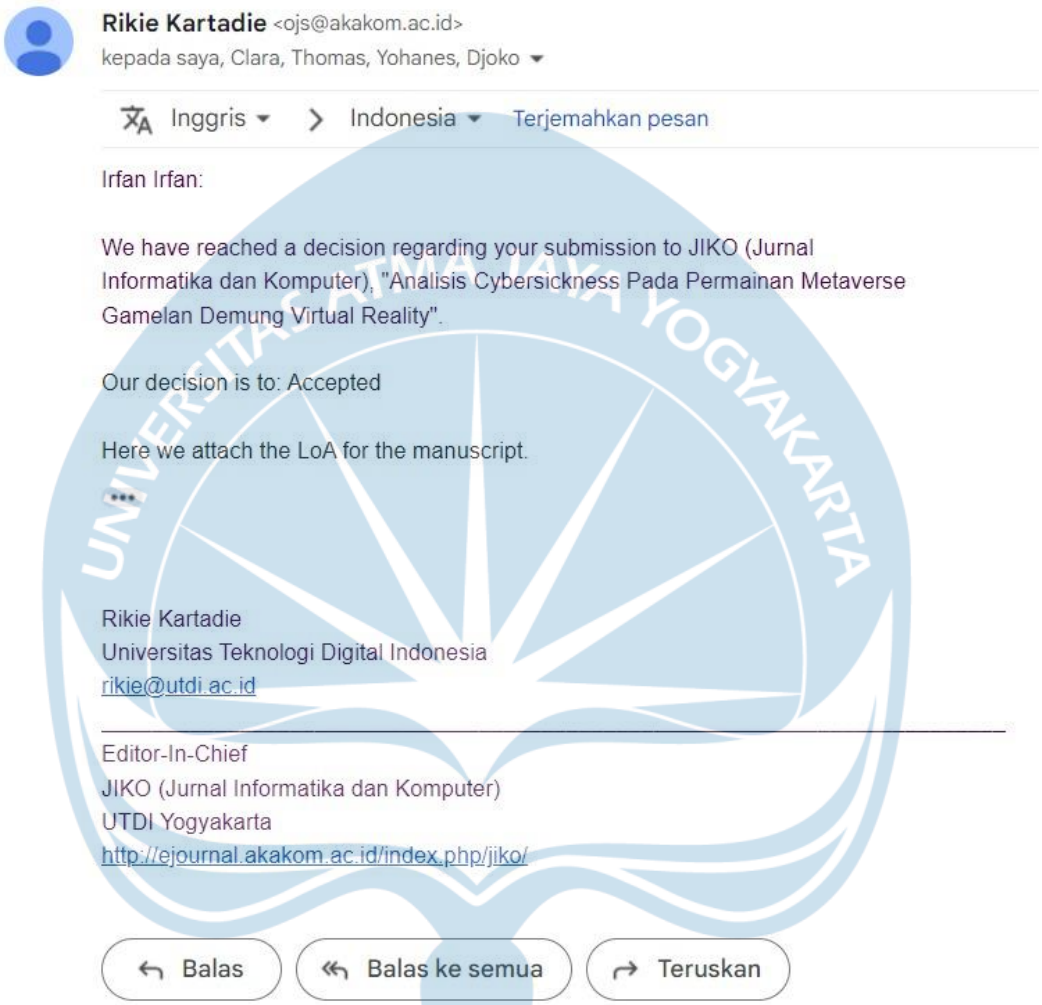

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