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CHAPTER V

CONCLUSION AND RECOMMENDATIONS

5.1. Conclusion

The author designs the "Ngarir" card game with the background of many of the teenagers, not limited to high schoolers, even those who are already in university, are confused on the university major that they will take / have already taken. This leads to the dissonance between the job they took later and their educational background. ICCN says that as many as 87% university students sees themselves to be in the wrong major, and 71.7% workers don't work according to their educational background. There are many factors that contributes to the phenomenon, such as lack of research due to conventional medias, tedious information, inconsistency, friends, obligated by parents, pride, etc. This Encourages the author to make an edutainment (serious game) in order to effectively convey information for better understanding of the phenomenon.

Based on the psychography of teenagers (age 15-21) on the author's research (by observation, focus group discussion, interviews), is that they want a simple and fun way of conveying the information, on the contrary of tedious information the conventional media has. Card game is the medium of edutainment chosen by the author, because of it's simplicity, immersion, fun, portability, and interactivity. Furthermore, the popularity of tabletop games as a medium for serious

games are increasing, shown on how the KPK used board games to educate kids on corruption in Indonesia. This proves that card game has the potential to convey information in a more fun and engaging way.

The last phase is production, which includes quality control. This phase is where the game is tested by the stakeholders (target users) in the beta test. After testing the game, they gave feedback and scoring towards the game's overall performance. Based on the beta test, the author concluded that the game succeeded in making the users understood the factors of mischoosing university majors, developing the user's knowledge of university majors and their career prospects, and encouraging the users to pursue university majors according to their skills/interests.

5.2. Recommendation

In the matter of designing a serious game or edutainment media in the form of tabletop games, the author found that balancing the weigh of information that is to be conveyed and the fun aspect of the game to be a challenge. Where, the more weigh the information has, the more complex the gameplay and mechanics need to be in order to apply the same thinking skills linear to the weigh of the information. Based on the data collected in the independent questionnaire about tabletop-board game, alpha and beta tests, this could be seen as an obstacle seeing how the target user of the design (and those who mainly play tabletop games) is from a demographic that demands instant gratification and simplification, meaning, in order for the game to appeal for them, the

game needs to be kept simple and fun. In conclusion, to make a serious game in the form of tabletop games, the gameplay and mechanics needs to be kept as simple but unique, the duration should be kept as short as possible, but as comprehensive as possible. If the design of the game is made complex in accordance to the weigh of the information, the game's invitation and player motivation will be very conditional. For future researchers and designers on the same topic, the author recommended to make a thorough research on tabletop game gameplay and mechanics to develop a comprehensive and unique yet simple game.