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CHAPTER V

CLOSING STATEMENT

5.1. Conclusion

From the analysis process in this thesis, it can be concluded that:

1. The main goal of lenticular design is to achieve the state of gameplay design where it's easy for players to understand the basics of the game, but difficult for players to become a master at the game, which is commonly referred to as 'easy to learn, hard to master'.
2. In both *PUBG* and *Fortnite Battle Royale*, there are game elements that both games have in common, which define the games' lenticular design. These game elements which both games have in common are the overall action shooter game elements and the large game world, while the game elements which are specific to each game are the leaning procedure and the weapon mods in *PUBG*, and the construction elements in *Fortnite*.
3. There are also gameplay elements in both games that indirectly support the game's lenticular design. The elements which indirectly support the games' lenticular design are all elements that both games have in common. These gameplay elements are the lack of starting equipments, which allow players to begin the game faster without having to think about what to use; the random loot, which diversifies the player's learning experience; and the moving barrier, which encourages players to move rather than staying in one spot, and learn more about the game world.

4. Lenticular design is considered well-implemented and achieves its intended purpose when advanced information is indirectly hidden from players new to the game, and then allows players to discover this hidden depth on their own as they gain more experience within the game, allowing players to constantly face the difficulty that matches their skill level according to Csikszentmihalyi's flow theory (1990) (Image 5.1). This is shown in the game elements with lenticular design that exists in both games, and the elements that support it, as shown in points 2 and 3.

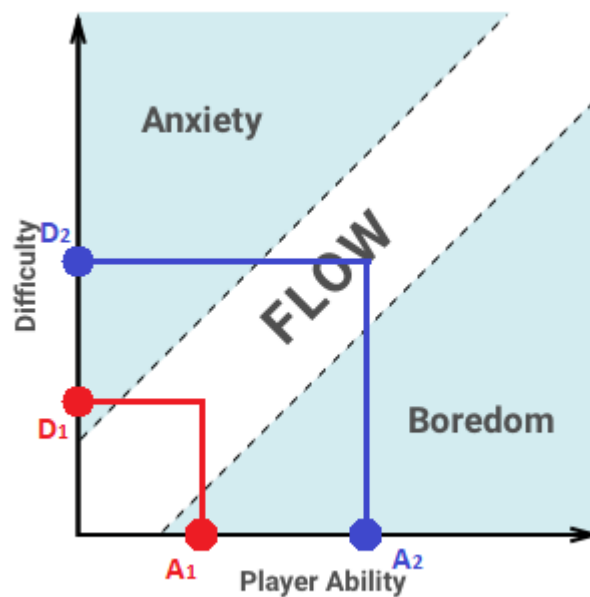


Image 5.1. How lenticular design affects the player's experience in reference to the flow theory.

A_1 and A_2 refer to the player's ability as a beginner and as an experienced player respectively, while D_1 and D_2 refer to the difficulty they face in those respective states.

5.2. Recommendations

Difficulty in video games is a challenging part of gameplay design to tackle, yet addressing it properly is vital in order to create a game that the audience would want to pick up and play again and again. When a game is too easy and lacking enough challenge that suits a player, the game becomes boring to play. Conversely, when a game is too difficult and has too much challenge for a player to handle, the game becomes way too frustrating for the player. Both of these impede on the player's ability to enjoy a game, which is the point of playing a game in the first place.

Lenticular design can serve as an efficient and clever way to handle difficulty in games. By designing a game with a set higher difficulty, and then designing it in a way that a large amount of the difficulty is hidden – to be discovered naturally by the player as they gain more experience – the game's difficulty of the game can closely follow the player, making sure that the difficulty a player experiences is always in proportion to their skill level, which allows them to fully enjoy playing the game as an activity. In particular, lenticular design can be supported by creating game elements that, for example, take away a part of the game flow which impedes on new players' learning experience, such as the example from *PUBG* and *Fortnite* where the lack of starting equipment for a player takes away a phase where newer players may potentially get stuck attempting to make a decision without proper information.