

2. Diadakan penelitian lanjutan atau penelitian serupa terhadap motivasi lain yang melatarbelakangi minat menonton *livestream* baik terhadap mahasiswa-mahasiswi Fakultas Seni dan Desain Universitas Multimedia Nusantara, maupun kelompok populasi lain dengan perhitungan sampel yang setidaknya lebih besar dan sesuai.
3. Bagi para *livestreamer* dalam *platform* maupun bentuk apapun, untuk mulai memperhatikan desain *layout livestream* yang akan mereka gunakan karena kehadiran dari desain *layout* akan semakin menarik minat *viewer* dalam menonton *live*.
4. Bagi para desainer grafis maupun *livestreamer* itu sendiri, perancangan desain *layout* khususnya untuk *livestream* tokoh *virtual youtuber*, perlu disesuaikan dengan estetika dan karakteristik tokoh yang dikerjakan. Hal ini bertujuan agar *viewer* dapat lebih mudah tertarik untuk menonton maupun menetap lebih lama dalam *livestream*.
5. Bagi mereka yang tertarik untuk melakukan penelitian serupa, peneliti selanjutnya diharapkan lebih banyak mengkaji sumber maupun referensi literatur, terutama mengenai metodologi penelitian kuantitatif.

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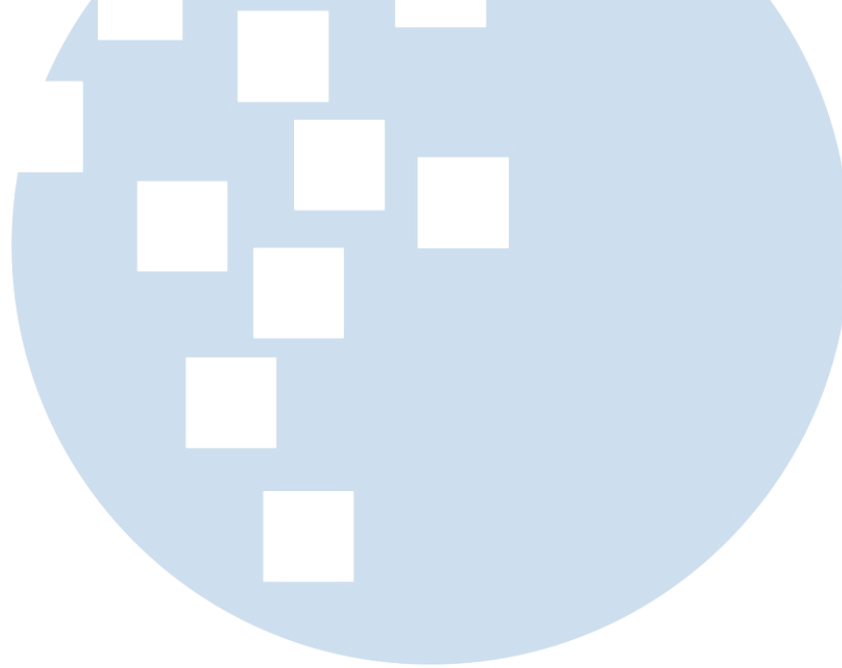
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