CHAPTER V

CONCLUSIONS

5.1 Conclusions

This project has a specific target which are teachers and high school students in Bandar Lampung. For that reason, the author used a User Centered Design method invented by Donald A. Norman. This method allows the author to create a design solution that focuses more on solving the users' specific needs and pain points. Based on the data collecting process that the author has performed, the problem is boiled down into two points, the design and social problem. The problems are related to each other, the design problem is that the existing learning media are no longer accessible or difficult to access. From the design problem, the social problem emerges, in which the learning media does not perform effectively and caused the students to lose interest in studying the Indonesian Homo erectus. The problem expands until the students' grades declined, and a lot of them has to do the remedial test.

After assessing the data collecting process that the author has performed, that the author proposed a solution in the form of a game-based supplementary learning media. The idea itself comes from the questionnaire that the author shared to the target audience, where they stated that they prefer to learn by doing missions. The missions stimulated their cognitive aspect to keep them focused and interested, the concept of gamification inadvertently made them learn the Indonesian Homo erectus. The author then performed brainstorming and ideating steps in the second stage of User Centered Design method. The process resulted in 3 key words like adventurous, paleoanthropologist and antique. Those key words become the foundation of the big idea and title of the project, which is The Historian's Journal.

The Historian's Journal is a website-based gamified learning media. It is an open-website designed to help the user's ease of accessibility. The media consists of 4 stages that represent 4 Indonesian Homo erectus. In this game, the

users have to carry out series of missions and gain knowledge of the Indonesian Homo erectus.

The series of interactive missions generally outlined how a fossil is usually studied. For example, the author provided the knowledge about how the excavation process in Sangiran oftentimes were started because of the civilians in the visual novel part of the first stage. Another example is the knowledge about how a scientist usually studies a fossil's age, which is explained by the main character in the second mission in the first stage. The purpose of providing this knowledge is to give the user an understanding about how the information about Indonesian Homo erectus came to be. The important knowledge is tucked in between the interactive and fun missions to keep them interested and not make them feel like they are just studying. The users are then evaluated at the end of the game, the purpose of this step is to measure the effectiveness of the learning media.

According to the Alpha Test and Beta Test result, this media is successful in being a supplementary learning media that increases the students' interest in learning Indonesian Homo erectus, indicated by the positive pragmatic quality value. The visual aspect of the media received positive feedback from the users, indicated by the positive hedonic quality value. The functionality aspect of the game is valued higher than the hedonic aspect by the target audience in Beta Test. A few target audience even stated that they would really like to learn with this method during the play test process. Based on this fact, the author concluded that this project is successful in solving the problem statement at the beginning of this project.

5.2 Suggestions

After going through the data collecting and designing process, there are a few suggestions that the author would like to give, i.e.:

1. Lecturer/Researcher

    The theoretical benefit of this project is to increase Indonesia's historical value as a nation of significance in the reconstruction of humanity's history. This project can also be a reference for other researchers in the future who plan to create similar learning media.

194

In future projects, hopefully other researchers can broaden the target audience, the purpose is to widely raise awareness regarding Indonesia's historical value. The author was only able to influence a small audience to realize that Indonesia is a valuable nation, that even scientists all over the world want to visit Indonesia to study the history of our ancestors. The author hope that in the future, a lot more people can realize this fact about our nation.

Moreover, future researchers perhaps could develop the game's system to be less repetitive. Upgrading the game's system could help with increasing the lesson's quality and attracting more users to play the game. Hopefully, future researchers can develop the game so they can compete better with more engaging and great games in the market.

2. University

Hopefully the university can provide more preparations and time, create better system. This is to ensure future researchers can finish their project properly without rushing. Hence the future researchers can focus on creating a more meaningful and useful product for the society and not only on the report.