

BAB VI

KESIMPULAN DAN SARAN

A. Kesimpulan

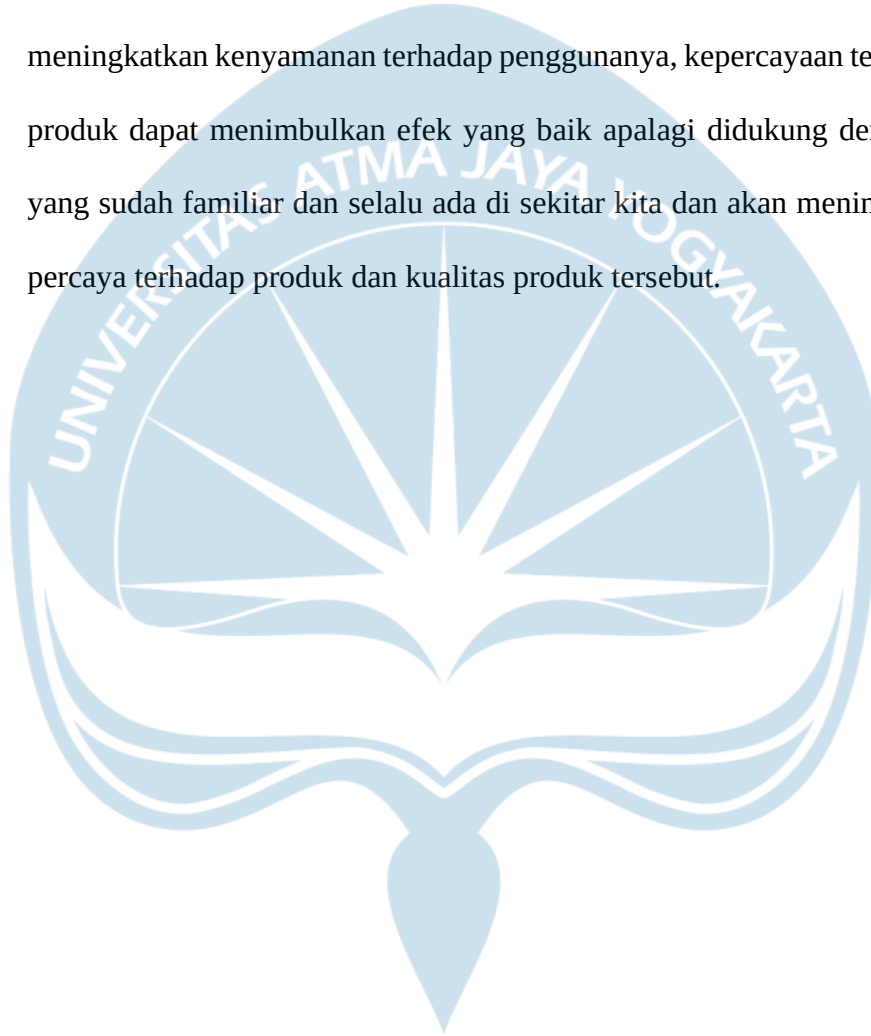
Dari penelitian ini, dapat diperoleh beberapa kesimpulan, Yaitu:

1. Uji korelasi terhadap aksesibilitas pengguna dari 125 responden mendapatkan hasil sebesar 40% pengaruh respon terhadap User interface dan User Experience, sisanya sebesar 60% didapatkan dari faktor sosial dan efek atas kepercayaan pengguna terhadap produk Samsung.
2. Pada uji T UI tidak signifikan, tetapi pada uji T AR memiliki pengaruh yang signifikan dikarenakan nilai R hitung untuk hubungan X1 dengan Y adalah sebesar $0.470 > r \text{ tabel } 0.176$, maka dapat disimpulkan bahwa ada hubungan atau korelasi antara variabel user interface dengan variabel aksesibilitas pengguna. Begitu juga dengan nilai r hitung untuk hubungan X2 terhadap Y adalah sebesar $0.621 > 0.176$, maka dapat disimpulkan bahwa hubungan korelasi antara variabel auto rotate dengan variabel aksesibilitas pengguna.
3. Uji T parsial pada *User Interface* diketahui nilai signifikansi (Sig) sebesar 0.086. Karena nilai Sig. $0.086 > 0.05$, maka dapat disimpulkan bahwa Hipotesis pertama berpengaruh negatif. Artinya tidak ada pengaruh yang signifikan pada *User interface* terhadap aksesibilitas.

Lalu selanjutnya pada uji T parsial pada *Auto Rotate* diketahui nilai signifikansi (Sig) sebesar $0.000 < 0.05$, maka dapat disimpulkan bahwa hipotesis kedua

berpengaruh positif. Artinya adanya pengaruh yang signifikan pada *Auto Rotate* terhadap aksesibilitas pengguna.

4. *Auto Rotate* terhadap *User Interface* sangat berperan penting untuk meningkatkan kenyamanan terhadap penggunaannya, kepercayaan terhadap suatu produk dapat menimbulkan efek yang baik apalagi didukung dengan produk yang sudah familiar dan selalu ada di sekitar kita dan akan menimbulkan rasa percaya terhadap produk dan kualitas produk tersebut.



B. Saran

Adapun saran untuk penelitian berikutnya:

1. Perlunya perluasan dalam penelitian dengan pemanfaatan fitur terbaru yang berhubungan langsung terhadap HCI dan UI sehingga aksesibilitas terhadap penggunaanya bisa dimaksimalkan.
2. Variabel *user interface* dan variabel *auto rotate* secara simultan berpengaruh terhadap variabel aksesibilitas pengguna sebesar 40% sedangkan sisanya 60% dipengaruhi oleh variabel lain di luar persamaan regresi ini penulis berharap penelitian selanjutnya dapat memaksimalkan variabel yang lain selain peneliti saat ini sehingga penelitian berikutnya bisa lebih luas secara ilmu yang diterapkan pada HCI.
3. Dapat dijadikan acuan untuk pengembangan HCI di masa mendatang sehingga lebih dinamis, misalnya *Auto Rotate* dapat memahami kondisi tubuh contohnya sedang tidur atau sedang duduk dan berdiri dan lain sebagainya sebagai bahan baru dalam penelitian.

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