

BAB VI

PENUTUP

Kesimpulan

Bullying merupakan perilaku agresif yang melibatkan ketidakseimbangan kekuatan kepada orang lain. Penelitian ini mengusulkan *prototype* aplikasi edukasi pencegahan tindak *bullying* menggunakan gamifikasi dan UI UX. Berdasarkan hasil yang telah dilakukan bahwa menggunakan metode gamifikasi dapat meningkatkan pemahaman siswa dalam pengenalan dan pencegahan tindak *bullying*. Pengujian *prototype* menggunakan dari *USE Questioner* terdiri dari 10 pernyataan dan telah diuji validitas dan reabilitas menggunakan SPSS. Setiap pernyataan mewakili aspek *usefulness*, *ease of use*, *ease of learning*, dan *satisfaction*. Kuisioner dibagikan kepada 68 siswa laki-laki di sekolah untuk memberikan evaluasi setelah mencoba *prototype* secara langsung. Hasil evaluasi menunjukkan pada aspek *usefulness*, *ease of use*, dan *ease of learning* mendapatkan nilai rata-rata diatas 84% dan merupakan skala persentase yang tergolong sangat baik. Dapat disimpulkan *prototype* aplikasi edukasi dapat memudahkan siswa dalam memahami dan menerapkan pembelajaran pencegahan tindak *bullying*.

Kelebihan dari penelitian ini :

1. Tampilan *user friendly* hal ini dikarenakan *prototype* menerapkan prinsip UI UX yang membuat tampilan yang mudah dipahami oleh *user*.
2. Gamifikasi dapat memotivasi siswa dalam belajar.

Kekurangan dari penelitian ini :

1. Aplikasi edukasi masih berupa *prototype mobile*.
2. Menggunakan aplikasi perancangan *prototype* sehingga membutuhkan koneksi internet yang baik dan stabil agar *prototype* dapat berjalan secara optimal.

Saran

Berdasarkan penelitian yang telah dilakukan, Saran yang dapat peneliti berikan pada penelitian di masa mendatang yaitu menerapkan fitur simulasi pada metaverse yang mengintegrasikan Virtual Reality (VR) dan Augmented Reality (AR) untuk memberikan inovasi dalam pembelajaran pencegahan tindak *bullying* yang dapat langsung disimulasikan.



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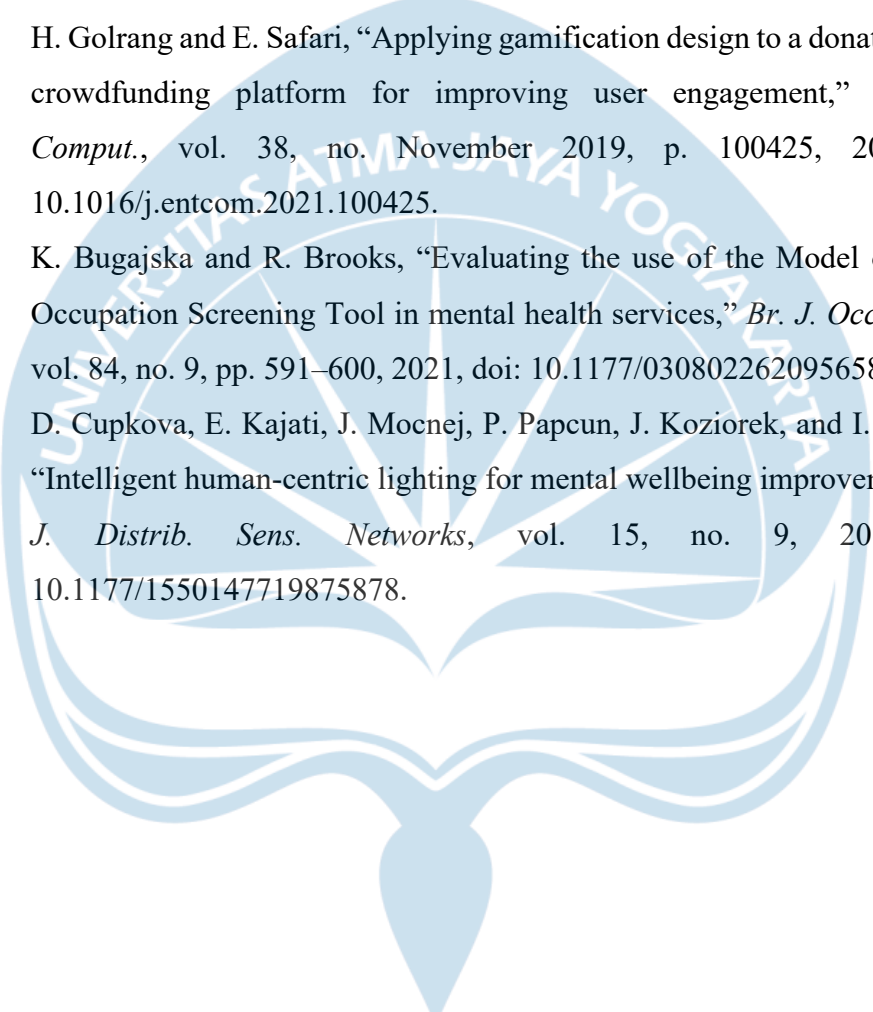
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