

CHAPTER V

CONCLUSION AND RECOMMENDATION

5.1. Conclusion

Based on the results of the research and development of the Battle of Puputan Margarana historical educational game, the following conclusions can be drawn :

1. The development of the Battle of Puputan Margarana historical educational game was successfully carried out by combining the 2D Action RPG genre, the Branching Narrative method with the Branch & Bottleneck pattern, and the Stealth Minigame using the Unity game engine. The game was declared valid in terms of functionality through Black Box testing and is capable of presenting a branching storyline based on player decisions.
2. The Puputan Margarana game is effective in improving the historical understanding of the Battle of Puputan Margarana. This is proven by the increase in the average score of 21 junior high school student respondents from the pre-test at 63.33 to 79.05 in the post-test and the acquisition of an N-Gain value of 0.429 which is included in the “Medium” effectiveness category. Furthermore, testing on a broader scope towards 35 general respondents also showed an increase in the average score from the pre-test at 68.97 to 92 in the post-test with the acquisition of an N-Gain value of 0.742 which falls into the “High” effectiveness category.
3. The level of user experience satisfaction towards the Puputan Margarana game is in the “Good” category with an average GUESS-18 score of 4.10. This achievement is supported by the score acquisition in the aspects of Stealth Minigame (4.24), Education (4.17), Branching Narrative (4.13), Narratives (4.12), Creative Freedom (4.12), Visual Aesthetics (4.12), Playability (4.05), Audio Aesthetics (4.05), and Enjoyment (3.90). This proves that the Puputan Margarana game is highly demanded by players and has successfully delivered the historical material of the Battle of Puputan Margarana in an engaging and interactive manner.

5.2. Recommendation

Based on the results of the research that has been conducted, several suggestions for further development are as follows :

1. Further research can expand the application of this educational game in a wider learning context, for example through testing on a larger number of respondents or at different levels of education, so that the potential of the game as a history learning medium can be analysed more comprehensively.
2. Subsequent development can expand the scope of the historical content presented so that the game does not only represent one historical event but can also become part of a wider history learning media ecosystem.
3. Further research can also develop other game mechanic variations to enrich the playing experience while maintaining the link with the historical context being raised.