

CHAPTER V CONCLUSION

5.1. Conclusion

Based on the design process that has been carried out, the “KeBiasaCard” *card game*, featuring comic strip illustrations, has been successfully developed as an engaging and interactive medium for teenagers aged 18–21. The result consists of 50 cards: 26 Habit Cards, 24 Interactive Cards, and 1 *rulebook*. This *card game* is designed to help teenagers understand the concept of the *habit loop* in the context of relevant daily life. The comic strip approach, featuring characters that reflect the daily lives of teenagers, conveys the message while providing entertainment value. Thus, the design of the “KeBiasaCard” *card game* not only produces an enjoyable game but also serves as a solution to the lack of interactive, game-based media to support habit formation among teenagers. This *card game* is expected to become an alternative educational tool that can be used in social activities, such as when gathering with friends or family.

5.2. Recommendations

The “KeBiasaCard” card game still holds significant potential for further development. Some suggestions include adding a wider variety of cards to cover more habit scenarios in teenagers’ lives, such as habits in academic, social, and digital environments. The inclusion of a guidebook or additional educational content that explains the habit loop theory in greater depth so that players can gain more educational benefits than what is currently available in the game.

For future researchers and designers wishing to explore similar topics, the authors recommend conducting product testing with a larger and more diverse sample, not limited to campus environments but also involving adolescent communities outside academic settings. Further research could be conducted to measure the extent to which the consistent use of the

“KeBiasaCard” *card game* influences behavioral change and the formation of positive habits among users.