

CHAPTER V

CONCLUSION

5.1. Conclusion

This study successfully developed the educational game “Insiden Hotel Yamato” using Unity 2022 with the Interactive Digital Narrative (IDN) approach. The game was developed by adding five new features compared to previous research, namely an inventory system, a flag-raising minigame, impactful side quests, a branching story with a what-if scenario, and a four-category index book.

Based on the GUESS-18 testing on 25 respondents at the junior high school level, the average user experience score increased from 3.80 (previous research [4]) to 4.15, which falls into the “Interesting” category. The highest increase occurred in the Visual Aesthetics factor at +1.04, followed by Narratives (+0.54), Audio Aesthetics (+0.34), and Education (+0.34). This indicates that the feature development carried out had a positive impact on the overall user experience.

The pre-test and post-test results show a 47% improvement in respondents' historical understanding, from an average of 44% in the pre-test to 91% in the post-test. This improvement proves that the educational game “Insiden Hotel Yamato” is effective as a history learning medium and is able to improve students' understanding of the Hotel Yamato Incident in the Battle of Surabaya.

5.2. Recommendations

Based on the research results, there are several recommendations for further development:

1. Development to mobile platforms (Android/iOS) so that the game can be accessed more widely by students without requiring a computer.
2. Addition of broader historical content, especially the Battle of 10 November 1945, so that the game can become a more comprehensive history learning medium.
3. Expansion of the number of test respondents by involving a more diverse sample from various regions so that the evaluation results are more

representative.

4. Addition of a multiplayer feature or leaderboard to increase learning motivation through an element of competition between players.
5. Development of an automated in-game evaluation system so that players can immediately know their level of historical understanding after completing the game.