

Analisis Pengalaman Pemain terhadap Gim Multiplatform Pada Platform PC dan Mobile = Analysis of Player Experience in Multiplatform Games on PC and Mobile Platforms

Fikri Hasan, author

Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=9999920573530&lokasi=lokal>

Abstrak

Perkembangan teknologi gim telah mengarahkan pada kemunculan gim multiplatform, dimana satu judul gim dapat dimainkan pada berbagai platform seperti PC, mobile, dan konsol. Meskipun pertumbuhan gim multiplatform membawa kemajuan bagi perkembangan teknologi gim, namun belum banyak penelitian yang membahas mengenai pengalaman pemain terhadap gim multiplatform. Penelitian ini ditujukan untuk menganalisis pengalaman yang pemain dapatkan ketika bermain gim multiplatform pada platform PC dan mobile. Penelitian ini menggunakan metode kualitatif dengan pengumpulan data melalui wawancara semi terstruktur dan observasi. Proses analisis akan menggunakan enam parameter dari playability model yang ada pada penelitian sebelumnya antara lain effectiveness, learnability, immersion, satisfaction, motivation, dan emotion. Dari parameter-parameter tersebut ditemukan bahwa pengalaman pemain terhadap gim multiplatform tidak hanya dipengaruhi oleh platform permainan saja, namun juga dapat dipengaruhi oleh riwayat bermain dari pemain.

.....The development of game technology has led to the emergence of multiplatform games, where a single game title can be played across various platforms such as PC, mobile, and consoles. Although the growth of multiplatform games marks progress in game technology, there is still a lack of research discussing player experiences with multiplatform games. This study aims to analyze the experiences players have when playing multiplatform games on PC and mobile platforms. This research uses a qualitative method by collecting data through semi-structured interviews and observation. The analysis process will employ six parameters from the playability model used in previous research, namely effectiveness, learnability, immersion, satisfaction, motivation, and emotion. Based on these parameters, it was found that the player's experience with multiplatform games is not only influenced by the platform being used but can also be affected by the player's gaming history.