DAFTAR ISI

ABSTRAK i
ABSTRACT ii
KATA PENGANTAR iii
DAFTAR ISI v
DAFTAR GAMBAR viii
DAFTAR TABEL x
DAFTAR SIMBOL xii
DAFTAR LAMPIRAN xvii
BAB I PENDAHULUAN 1
I.1. Latar Belakang Masalah 1
I.2. Perumusan Masalah 2
I.3. Maksud dan Tujuan 3
I.4. Batasan Masalah 3
I.5. Metodologi Penelitian 3
I.6. Sistematika Penulisan 6
BAB II LANDASAN TEORI 9
II.1 *User Experience* 9
II.1.1 *Define* 10
II.1.2 Design 10
II.1.3 *Develop* 10
II.1.4 Deploy 11
II.2 *Participatory* Design 11
III.3.1 *Framing* 13
III.3.2 *Planning* 14
III.3.3 Facilitating 15
III.3.4 Analyzing 17
II.3 Modeling *User* 17
II.3.1 Persona 18
II.3.2 *Empathy* map 25
II.3.3 Tujuan Pengguna 26
II.4 Experience Map 27

II.5 *Usability* Testing 28
II.6 Video *Game* 32
II.7 *Game* Arcade 32
II.8 First Person *Shooter* 33
II.9 *Virtual Reality* 34
II.10 Gear VR 36
II.11 Unified Modeling Language 37
II.10.1 *Use case* Diagram 38
II.10.2 *Activity* Diagram 39
II.10.3 *Sequence* Diagram 39
II.10.4 *Class* Diagram 39
BAB III ANALISIS DAN PERANCANGAN PENELITIAN 43
III.1 Analisis Masalah 43
III.2 Analisis Pengguna 43
III.2.1 Persona 44
III.2.2 *Empathy* Map 72
III.3 Perancangan Design 78
III.3.1 *Framing* 78
III.3.2 *Planning* 80
III.3.3 *Facilitating* 82
III.3.4 *Analyzing* 97
III.4 Analisis Spesifikasi Kebutuhan 99
III.4.1 Analisis Kebutuhan Non-Fungsional 99
III.4.2 Analisis Kebutuhan Fungsional 100
III.5 Perancangan *Prototype Game* 126
III.5.1 Aset *Game* 126
III.5.2 *Storyline* 131
III.5.3 *Gameplay* 132
III.5.4 Antarmuka 133
BAB IV IMPLEMENTASI DAN PENGUJIAN PENELITIAN 139
IV.1 Implementasi Penelitian 139
IV.1.1 Implementasi *User Experience* 139
IV.1.2 Lingkungan Implementasi 146

IV.1.3 Implementasi *Class* 146
IV.1.4 Implementasi Antarmuka 147
IV.2 Pengujian Penelitian 152
IV.2.1 Pengujian Prototype Game 152
IV.2.2 Wawancara Pengujian 159
BAB V KESIMPULAN DAN SARAN 163
V.1 Kesimpulan 163
V.2 Saran 163
DAFTAR PUSTAKA 165