

User Experience Evaluation of Egrang Traditional Game Application

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I. INTRODUCTION

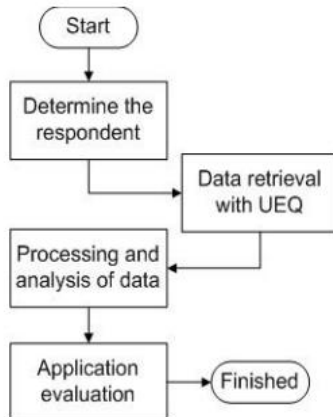
Many children like to play mobile-based game. Mobile games not only fun or time pass, but some games that lead to education, so children not just play but there is an education side also [2]. Using game for education purpose is right choice, using game makes learning phases more fun. The idea behind turning classic games into mobile apps is to teach kids their own cultural games while playing mobile games.

Challenges: Children less motivate to play this game, mostly they want to play challenges games, those game are not monotonous.

Goals/Contributions: The goal of turning traditional games into mobile apps is for kids to learn their own cultural games while playing mobile games at the same time.

II. METHOD/APPROACH/ARCHITECTURE/Framework

A. Research Flow



This study uses respondents from children aged 7 to 13. Discussing the previous entry, this is done to determine the user experience of children while playing mobile games. Data processing will then be carried out to produce the analysis's result after the data has been collected. It will create the "Egrang Jump" game app for evaluation purposes, which will examine how well children use it.

B. User Experience Questionnaire

The User Experience consists of four elements [2]: Usability, Valuable, Adoptability, Desirability. This study will evaluate user experience using the User Experience Questionnaire (UEQ) tool. Overall user experience is one of the topics covered by the UEQ survey scale. The UEQ questionnaire has 26 question items and six scales [3]: Attractiveness, Perspicuity, Efficiency, Dependability, Stimulation, Novelty. The Scales are grouped into three groups: Pragmatic quality,

Hedonic quality, and Attractiveness. The advantages of UEQ over other tools are its completeness of aspects, specifically, attractiveness, pragmatic, quality, and hedonic quality.

III. RESULTS AND DISCUSSION

- User Interface:** The game "Egrang Jump" is a mobile base game and only android device.
- Data Retrieval:** After being asked to play the game, children were given a series of questions consisting of 26 expression items. Children rated between -3 and 3, depending on how they felt the time.
- Data Analysis:** The data is processed so that the results are ready for analysis when all survey responses from the respondents are collected.

UEQ Quality	UEQ Scale	Variable	UEQ Scale
Attractiveness	0,906	Attractiveness	0,906
Pragmatic quality	1,109	Perspicuity	1,344
		Efficiency	1,000
		Dependability	0,984
Hedonic quality	0,461	Stimulation	0,031
		Novelty	0,891

Positive evaluation results can be seen in the dimensions of attractiveness and pragmatic quality. Therefore, users are aware of the tendency of the game to be like them. Pragmatic quality at 1.09 means this indicates that players believe the game to be simple to understand. These results suggest that the stimulation scale should be taken into further consideration when evaluating or creating future applications. For this game children are less motivated to play the game and they prefer games with more challenges and are not monotonous.

IV. CONCLUSION

According to the user's impression, according to the discussion of the results of data analysis, the technical capabilities and convenience of the game bored. The stimulation scale, by comparison, is in the wrong range when compared to dataset results from benchmark analysis. As a result, more emphasis needs to be placed on incentives when creating gaming apps.

V. REFERENCES

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