Evaluation Metrics

Evaluasi keberhasilan game dilakukan melalui beberapa pendekatan:

1. GUESS-18 (Game User Experience Satisfaction Scale):
   Skala ini digunakan untuk mengukur pengalaman pemain berdasarkan 18 aspek utama.
   Pemain memberikan nilai dari 1–5 untuk setiap pernyataan, yang dianalisis untuk memahami
   kekuatan dan kelemahan game.

Table 5. Items of the GUESS-18

Constructs	Statements
Usability/Playability	I find the controls of the game to be straightforward.
	I find the game's interface to be easy to navigate.
Narratives	I am captivated by the game's story from the beginning.
	I enjoy the fantasy or story provided by the game.
Play Engrossment	I feel detached from the outside world while playing the game.
	I do not care to check events that are happening in the real world during the game.
Enjoyment	I think the game is fun.
	I feel bored while playing the game. (REVERSE CODE)
Creative Freedom	I feel the game allows me to be imaginative.
	I feel creative while playing the game.
Audio Aesthetics	I enjoy the sound effects in the game.
	I feel the game's audio (e.g., sound effects, music) enhances my gaming experience.
Personal Gratification	I am very focused on my own performance while playing the game.
	I want to do as well as possible during the game.
Social Connectivity	I find the game supports social interaction (e.g., chat) between players.
	I like to play this game with other players.
Visual Aesthetics	I enjoy the game's graphics.
	I think the game is visually appealing.

2. Pre-test dan Post-test:

   o Pemain diberi tes sebelum dan setelah memainkan game untuk mengukur
     peningkatan pemahaman mereka tentang sejarah perebutan Gudang Don Bosco.

   o Contoh pertanyaan mencakup detail peristiwa sejarah dan dampak strategisnya.

3. Observasi User Testing:

   o Melihat bagaimana pemain berinteraksi dengan game, apakah gameplay intuitif, dan
     apakah pemain memahami cerita dengan baik.

4. Gameplay Metrics:

   o Data in-game seperti waktu penyelesaian misi, jumlah pemuda yang berhasil
     direkrut, dan ending yang dicapai oleh pemain.

   o Analisis ini membantu menilai keseimbangan antara tantangan dan keberhasilan
     game.