

CHAPTER 5: CONCLUSIONS AND SUGGESTIONS

5.1 CONCLUSION

Based on the results that have been written in the analysis of this research data, it can be taken some conclusions as follows.

1. Interest has a significant positive effect on the intentions of mobile game users in Indonesia, so that the first hypothesis of this research is acceptable.
2. The perception of usability has a significant positive effect on the intentions of mobile game users in Indonesia, so that the second hypothesis of this research is acceptable.
3. The perception of ease has a significant positive effect on the intentions of mobile game users in Indonesia, so that the third hypothesis of this research is acceptable.
4. Interest, perception of usability, and perception of ease have a simultaneous effect on the intentions of mobile games users in Indonesia.

5.2 SUGGESTION

Based on the results that have been written in the analysis of this research data, it can be taken the following suggestions.

5.2.1 For Developers

The suggestion for developers to pay attention to the importance of interest, improve the perception of usability and the perception of ease. This is because interest variables, usability perceptions, and ease perceptions have a significant effect on user intentions. Therefore, the better of interest, perception of usability, and perception of ease of mobile games products or apps, the better also the intention of mobile games or apps users that can eventually increase the number of downloads.

5.2.2 For Research

The suggestion for further researchers that, the results of this research can be used as knowledge and references about the variables studied. In this study independent variables that contribute to affect dependent variables only by 57.7%. Therefore, there are still many variables that affect user intentions in addition to interests, usability perceptions, and ease

perceptions. For further research should add other variables that affect user intentions such as perception of pleasure, attitude of use, or actual system use.