

**IMPLEMENTASI METODE *COGNITIVE WALKTHROUGH*
DAN *GAME EXPERIENCE QUESTIONNAIRE* UNTUK
PENGUKURAN *USER EXPERIENCE GAME* NUSANTARA
QUEST (STUDI KASUS: SMP MUTIARA BUNDA)**



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diajukan untuk memenuhi sebagian syarat untuk memperoleh gelar Sarjana
Komputer Program Studi Rekayasa Perangkat Lunak

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IMPLEMENTASI METODE *COGNITIVE WALKTHROUGH* DAN *GAME*
EXPERIENCE QUESTIONNAIRE UNTUK PENGUKURAN *USER*
EXPERIENCE GAME NUSANTARA QUEST (STUDI KASUS: SMP
MUTIARA BUNDA)

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IMPLEMENTASI METODE *COGNITIVE WALKTHROUGH* DAN *GAME EXPERIENCE QUESTIONNAIRE* UNTUK PENGUKURAN *USER EXPERIENCE* GAME NUSANTARA QUEST (STUDI KASUS: SMP MUTIARA BUNDA)

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ABSTRAK

Transformasi pembelajaran berbasis digital membuka peluang menghadirkan media pendidikan yang lebih interaktif dan sesuai kebutuhan generasi saat ini. Salah satu tantangan utama dalam pembelajaran Pendidikan Pancasila di tingkat SMP adalah sifat materi yang cenderung abstrak, sehingga siswa kurang termotivasi untuk mempelajarinya, sehingga diperlukan media pembelajaran inovatif yang mampu meningkatkan pemahaman dan minat belajar. Penelitian ini bertujuan menganalisis pengalaman pengguna dalam menggunakan Nusantara Quest, sebuah *game* edukasi interaktif yang dirancang sebagai media *pre-learning* Pendidikan Pancasila, dengan fokus pada dua aspek utama yaitu kemudahan penggunaan melalui metode *Cognitive Walkthrough* dan tingkat keterlibatan serta kepuasan siswa melalui *Game Experience Questionnaire* (GEQ). Pendekatan penelitian menggunakan metode *Research and Development* (R&D) dengan kerangka kerja *Game Development Life Cycle* (GDLC) model Rido Ramadan, dengan responden berjumlah 30 siswa kelas VII SMP Mutiara Bunda untuk GEQ, serta 5 orang *gamers* di Kota Bandung untuk *Cognitive Walkthrough*. Hasil penelitian menunjukkan tingkat keberhasilan penyelesaian tugas sebesar 92% dengan *error rate* 4% dan waktu relatif efisien, yaitu 400–700 detik. Evaluasi melalui GEQ menghasilkan skor rata-rata 81,7 (Sangat Baik), dengan keunggulan pada dimensi kompetensi dan keterlibatan (*Core Module* dan *In-Game Module*), sementara aspek *Social Presence* dan *Post Game* masih memerlukan pengembangan lebih lanjut. Temuan penelitian ini menegaskan bahwa Nusantara Quest mampu mendukung pembelajaran Pendidikan Pancasila dengan menghadirkan pengalaman belajar yang lebih menarik, mudah diakses, dan menyenangkan.

Kata kunci: Pendidikan Pancasila, *Game* Edukasi, *Cognitive Walkthrough*, *Game Experience Questionnaire* (GEQ), Nusantara Quest.

**IMPLEMENTATION OF COGNITIVE WALKTHROUGH AND GAME
EXPERIENCE QUESTIONNAIRE METHODS FOR USER EXPERIENCE
MEASUREMENT NUSANTARA QUEST GAME (CASE STUDY: MUTIARA
BUNDA JUNIOR HIGH SCHOOL)**

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ABSTRACT

Digital-based learning transformation opens up opportunities to provide more interactive educational media that are tailored to the needs of the current generation. One of the main challenges in teaching Pancasila at the junior high school level is the abstract nature of the material, which tends to demotivate students, thus requiring innovative learning media that can improve understanding and interest in learning. This study aims to analyse user experiences in using Nusantara Quest, an interactive educational game designed as a pre-learning medium for Pancasila education, with a focus on two main aspects, namely ease of use through the Cognitive Walkthrough method and the level of student engagement and satisfaction through the Game Experience Questionnaire (GEQ). The research approach used the Research and Development (R&D) method with the Game Development Life Cycle (GDLC) framework model by Rido Ramadan, with 30 seventh-grade students from Mutiara Bunda Junior High School as respondents for the GEQ, and five gamers in Bandung City for the Cognitive Walkthrough. The results of the study showed a task completion success rate of 92% with an error rate of 4% and relatively efficient time, namely 400–700 seconds. The evaluation through GEQ produced an average score of 81.7 (Very Good), with strengths in the dimensions of competence and engagement (Core Module and In-Game Module), while the aspects of Social Presence and Post Game still require further development. The findings of this study confirm that Nusantara Quest is capable of supporting Pancasila Education learning by providing a more interesting, accessible, and enjoyable learning experience.

Keyword: *Pancasila Education, Educational Game, Cognitive Walkthrough, Game Experience Questionnaire (GEQ), Nusantara Quest.*

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IMPLEMENTASI METODE COGNITIVE WALKTHROUGH DAN GAME EXPERIENCE QUESTIONNAIRE UNTUK PENGUKURAN USER EXPERIENCE GAME NUSANTARA QUEST (STUDI KASUS: SMP MUTIARA BUNDA)

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