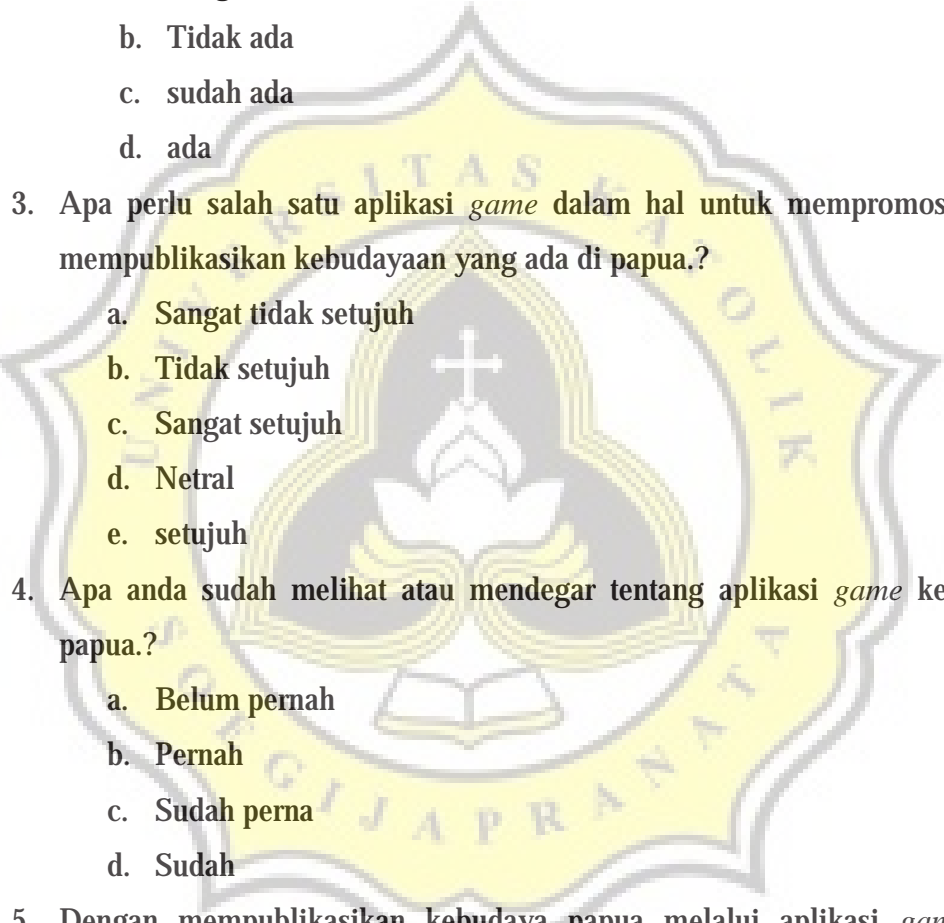
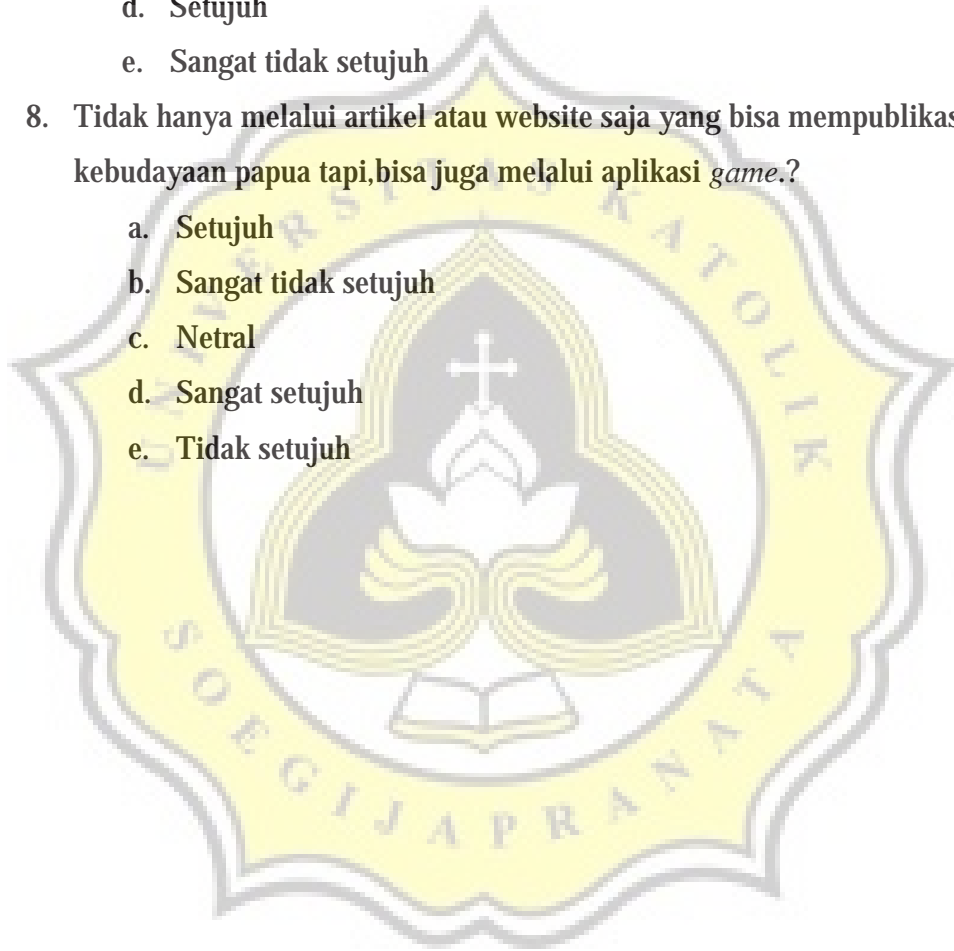


1. Lampiran Soal Kuis *Pre Test* Dan *Pos Test*

SOAL PERTANYAAN *PRE TEST* KUESIONER
MEMPERKENALKAN KEBUDAYAAN KEBUDAYAAN TUJUH
WILAYAH PAPUA

- 
2. Apa sudah ada aplikasi *game* yang menekan pada edukasi kebudayaan papua.?
- Sangat tidak ada
 - Tidak ada
 - sudah ada
 - ada
3. Apa perlu salah satu aplikasi *game* dalam hal untuk mempromosikan atau mempublikasikan kebudayaan yang ada di papua.?
- Sangat tidak setuju
 - Tidak setuju
 - Sangat setuju
 - Netral
 - setuju
4. Apa anda sudah melihat atau mendegar tentang aplikasi *game* kebudayaan papua.?
- Belum pernah
 - Pernah
 - Sudah perna
 - Sudah
5. Dengan mempublikasikan kebudaya papua melalui aplikasi *game* sangat ,membantu dalam hal mempelajari kebudayaan papua.?
- Setuju
 - Sangat Setuju
 - Netral
 - Tidak Setuju
 - Tidak
6. Dengan aplikasi *game* bisa menjadikan media pembelajaran.?
- Sangat Setuju.

- b. Setujuh.
 - c. Netral.
 - d. Sangat Tidak Setujuh.
 - e. Tidak Setujuh.
7. apa bisa melestarikan kebudayaan papua melalui aplikasi *game* android.?
- a. Sangat tidak setujuh
 - b. Setujuh
 - c. Netral
 - d. Setujuh
 - e. Sangat tidak setujuh
8. Tidak hanya melalui artikel atau website saja yang bisa mempublikasi kebudayaan papua tapi,bisa juga melalui aplikasi *game*.?
- a. Setujuh
 - b. Sangat tidak setujuh
 - c. Netral
 - d. Sangat setujuh
 - e. Tidak setujuh



2 Lampiran Soal Kuesioner *Pos Test*

SOAL PERTANYAAN *POS TEST* KUESIONER MEMPERKENALKAN KEBUDAYAAN KEBUDAYAAN TUJUH WILAYAH PAPUA

1. Apakah *game* kebudayaan sangat menarik untuk di mainkan?
 - a. Sangat tidak menarik
 - b. Tidak menarik
 - c. Biasa saja
 - d. Sangat menarik
2. Apakah *game* kebudayaan papua mudah di mainkan?
 - a. Sangat susah
 - b. Susah
 - c. Biasa saja
 - d. Mudah
 - e. Sangat mudah
3. Apakah anda sudah pernah menemukan *game* yang hampir sama dengan *game* kebudayaan papua?
 - a. Sudah pernah
 - b. Belum pernah
4. Apakah penjelasan dari *game* kebudayaan papua sudah jelas?
 - a. Sangat kurang
 - b. Kurang
 - c. Cukup
 - d. Lebih dari cukup

5. Apakah *game* kebudayaan papua sudah cukup membantu dalam hal mengetahui kebudayaan papua?
- Sangat kurang
 - Kurang
 - Cukup
 - Lebih dari cukup
6. Level mana yang *game* menarik pada *game* kebudayaan papua yang?
- Kuis
 - Puzzle pasang gambar
 - Petualagan mencari pralatan tarian papua
 - Pilih gambar tarian papua
 - Semua
7. Apakah *game* kebudayaan papua yang anda sudah mainkan ini menekan pada kebudayaan papua?
- Sangat setuju
 - Setuju
 - Netral
 - Tidak setuju
 - Sangat tidak setuju
8. Konten apa saja yang perlu di tambakan dalam *game* kebudayaan papua?

3. Lampiran keseluruhan *event sheet* pemrograman *game* kebudayaan papua

a. Menu utama

1	Touch	On touched	start	System	Go to menu 2
				Audio	Play suara tombol not looping at volume 0 dB (tag "")
				Add action	
2	System	On start of layout		Audio	Play menu utama looping at volume 0 dB (tag "")
				Add action	
3	System	On end of layout		Audio	Stop all
				Add action	
4	Touch	On touched	credittt	System	Go to kredit
				Audio	Play suara tombol not looping at volume 0 dB (tag "")
				Add action	
5	Touch	On touched	gallery	System	Go to foto
				Audio	Play suara tombol not looping at volume 0 dB (tag "")
				Add action	

b. Intro awal *game*

8	logo	Opacity > 0		logo	Set opacity to $logo.Opacity - 100 * dt$
	logo	Animation frame = 1		Add action	
	System	kedip = 1		Add action	
9	logo	Opacity = 0		System	Wait 1 seconds
	logo	Animation frame = 1		logo	Set animation frame to 2
				System	Set kedip to 0
				Add action	
10	logo	Opacity < 100		logo	Set opacity to $logo.Opacity + 100 * dt$
	logo	Animation frame = 2		Add action	
	System	kedip = 0		Add action	
11	logo	Opacity = 100		System	Wait 1 seconds
	logo	Animation frame = 2		System	Set kedip to 1
				Add action	
12	logo	Opacity > 0		logo	Set opacity to $logo.Opacity - 100 * dt$
	logo	Animation frame = 2		Add action	
	System	kedip = 1		Add action	
13	logo	Opacity = 0		System	Wait 1 seconds
	logo	Animation frame = 2		System	Go to menu utama
				Add action	
1	System	On start of layout		logo	Stop animation
				logo	Set opacity to 0
				System	Set kedip to 0
				Add action	
2	logo	Opacity < 100		logo	Set opacity to $logo.Opacity + 100 * dt$
	logo	Animation frame = 0		Add action	
	System	kedip = 0		Add action	
3	logo	Opacity = 100		System	Wait 1 seconds
	logo	Animation frame = 0		System	Set kedip to 1
				Add action	
4	logo	Opacity > 0		logo	Set opacity to $logo.Opacity - 100 * dt$
	logo	Animation frame = 0		Add action	
	System	kedip = 1		Add action	
5	logo	Opacity = 0		System	Wait 1 seconds
	logo	Animation frame = 0		logo	Set animation frame to 1
				System	Set kedip to 0
				Add action	
6	logo	Opacity < 100		logo	Set opacity to $logo.Opacity + 100 * dt$
	logo	Animation frame = 1		Add action	
	System	kedip = 0		Add action	
7	logo	Opacity = 100		System	Wait 1 seconds
	logo	Animation frame = 1		System	Set kedip to 1
				Add action	

c. Level 1

1	System	On start of layout	benar	Set animation frame to 0
			salah1	Set animation frame to 0
			salah2	Set animation frame to 0
			salah3	Set animation frame to 0
			benar	Stop animation
			salah1	Stop animation
			salah2	Stop animation
			salah3	Stop animation
			Text	Set text to soal_urutan&".Yang mana alat musik tradisional dari wilayah Ha anim di papua?"
			Add action	
2	Touch	On touched benar	System	Add 1 to soal_benar
			System	Set soal_random to round(random(14))
			System	Add 1 to soal_urutan
			Audio	Play suara tombol not looping at volume 0 dB (tag "")
			Add action	
3	System	soal_urutan ≤ 10	System	Go to layout "soal"&soal_random
			Add action	
4	System	Else	System	Go to hasil
			Add action	
5	Touch	On touched salah1	System	Add 1 to soal_salah
			System	Set soal_random to round(random(14))
			System	Add 1 to soal_urutan
			Audio	Play suara tombol not looping at volume 0 dB (tag "")
			Add action	
6	System	soal_urutan ≤ 10	System	Go to layout "soal"&soal_random
			Add action	
7	System	Else	System	Go to hasil
			Add action	
8	Touch	On touched salah2	System	Add 1 to soal_salah
			System	Set soal_random to round(random(14))
			System	Go to layout "soal"&soal_random
			System	Add 1 to soal_urutan
			Audio	Play suara tombol not looping at volume 0 dB (tag "")
			Add action	
9	System	soal_urutan ≤ 10	System	Go to layout "soal"&soal_random
			Add action	
10	System	Else	System	Go to hasil
			Add action	
11	Touch	On touched salah3	System	Add 1 to soal_salah
			System	Set soal_random to round(random(14))
			System	Go to layout "soal"&soal_random
			System	Add 1 to soal_urutan
			Audio	Play suara tombol not looping at volume 0 dB (tag "")
			Add action	
12	System	soal_urutan ≤ 10	System	Go to layout "soal"&soal_random
			Add action	
13	System	Else	System	Go to hasil

d. Keterangan cara main *level 2*

1	Touch	On touched kembali	System	Go to menulevel2
			Audio	Play suara tombol not looping at volume 0 dB (tag "keterangan")
Add action				
Add event				

e. Menul level 2

1	Touch	On touched tutorial	System	Go to tutorial level 2
			Audio	Play suara tombol not looping at volume 0 dB (tag "musik tombol")
Add action				
2	Touch	On touched bermain	System	Go to level2.1
			Audio	Play suara poin not looping at volume 0 dB (tag "musik tombol")
Add action				
3	System	On start of layout	Audio	Play musik level 2 looping at volume 0 dB (tag "musik2")
Add action				
4	System	On end of layout	Audio	Stop " musik2 "
Add action				

f. *Level 2*

1	2a	On DragDrop drop	2a	Set position to (332, 174)
2	2a	Is overlaaping kosong1	2a	Set DragDrop Disabled
			System	Add 1 to skor
			Audio	Play suara poin not looping at volume 0 dB (tag "")
Add action				
3	System	Else	2a	Set position to (2a.start_x, 2a.start_y)
Add action				
4	2b	On DragDrop drop	2b	Set position to (472, 172)
5	2b	Is overlaaping kosong2	2b	Set DragDrop Disabled
			System	Add 1 to skor
			Audio	Play suara poin not looping at volume 0 dB (tag "")
Add action				
6	System	Else	2b	Set position to (2b.start_x, 2b.start_y)
Add action				
7	System	On start of layout	System	Set timer to 5
			System	Set skor to 0
Add action				
8	System	Every 1.0 seconds	System	Add -1 to timer
Add action				
9	System	Every tick	freetext	Set text to timer

9	System	Every tick	freetext	Set text to <i>timer</i>
10	System	skor = 2	System	Go to <i>hasil2</i>
			System	Set <i>success</i> to 1
			System	Set <i>level2</i> to 1
11	System	timer = 0	System	Go to <i>hasil2</i>
			System	Set <i>success</i> to 0
			System	Set <i>level2</i> to 1
12	Keyboard	On F1 pressed	System	Set <i>timer</i> to 999
13	Keyboard	On F2 pressed	System	Set <i>timer</i> to 1

g. Hasil menang dan kala

1	Touch	On touched == tombolMainLagi	System	Go to menu3
2	System	level3 = 1	Audio	Play suara tombol not looping at volume 0 dB (tag "")
3	System	Else	System	Go to menu3
			Audio	Play suara tombol not looping at volume 0 dB (tag "")
4	System	On starts of layout	System	Set text to "Anda berhasil!!" &newline; "Anda berhasil mengumpulkan: " & skor & " prasiun kiri-kuruk" &newline; "Skor Anda adalah: " & skor & " poin"
5	System	berhasil = 1	System	Set text to "Nyawa Anda habis!!" &newline; "Anda berhasil mengumpulkan: " & skor & " rarian" &newline; "Skor Anda adalah: " & skor & " poin. Silakan Anda main ulang lagi."
6	System	Else	System	Set invisible
7	Touch	On touched == berikuttt	System	Go to menu level 4
8	System	level3 = 1	Audio	Play suara tombol not looping at volume 0 dB (tag "")
9	System	Else		

h. Level 3

1	System	Every tick	freetext	Set text to skor
	papan3b	Is on-screen	freetext2	Set text to nyawa
			background3a	Set X to Self.X - 5
			background3b	Set X to Self.X - 5
			rintangan3b	Set X to Self.X - 5
			obyek3b	Set X to Self.X - 5
			ProgressBar2	Set progress to nyawa
			rintangan	Set X to Self.X - 7
			Add action	
2	System	On start of layout	System	Set skor to 0
			System	Set nyawa to 5
			System	Set naikturun to 0
			System	Set speed_buah to 3
			System	Set speed_rintangan to 5
			rintangan3b	Stop animation
			obyek3b	Stop animation
			tandeSeru	Pin Pin to karakter (Position & angle)
			Audio	Play musik level 3 looping at volume 0 dB (tag 'musik3')
			rintangan	Stop animation
			Add action	
3	background3b	X ≤ 0	background3b	Set position to (background3a.X + 1708 , 240)
			Add action	
4	background3a	X ≤ 0	background3a	Set position to (background3b.X + 1708 , 240)
5	Touch	On touched background3a	karakter	Simulate Platform pressing Jump
			Add action	
6	Touch	On touched background3b	karakter	Simulate Platform pressing Jump
			Add action	
7	karakter	On any animation finished	karakter	Start animation from beginning
			Add action	
8	karakter	Is overlapping rintangan3b	System	Add -5 to skor
	System	Trigger once	System	Set kedip to 1
			rintangan3b	Destroy
			papan3b	Set position to (472, 272)
			Add action	
9	System	skor ≤ 0	System	Set skor to 0
			Add action	
10	karakter	Is visible	karakter	Set Invisible
	System	kedip = 1	System	Wait 0.1 seconds
			karakter	Set Visible
			System	Wait 0.1 seconds
			karakter	Set Invisible
			System	Wait 0.1 seconds
			karakter	Set Visible
			System	Set kedip to 0
			Add action	
11	System	nyawa ≤ 0	System	Set level3 to 1
			System	Go to gamover

12	karakter	Is overlapping obyek3b	System	Add 5 to skor
	System	Trigger once	obyek3b	Destroy
			System	Add 0.2 to speed_buah
			System	Add 2.4 to speed_rintangan
			Add action	
13	rintang...	Is on-screen	tandaSeru	Set Visible
	rintang...	X < 400	Add action	
14	System	Else	tandaSeru	Set Invisible
			Add action	
15	tandaSeru	On any animation finished	tandaSeru	Start animation from beginning
			Add action	
16	Touch	On touched papan3b	papan3b	Set position to (160, 5/8)
			System	Set time scale to 1.0
			Add action	
17	papan3b	Is on screen	System	Set time scale to 0
			Add action	
18	System	Every 5 seconds	System	Set 3b_obyek to round(random(1))
			Add action	
19	System	3b_obyek = 0	System	Create object rintangan3b on layer 0 at (1000, 200)
	System	Trigger once	rintang3b	Set animation frame to round(random(1))
			rintang3b	Stop animation
			Add action	
20	System	3b_obyek = 1	System	Create object obyek3b on layer 0 at (1000, 200)
	System	Trigger once	obyek3b	Set animation frame to round(random(12))
			obyek3b	Stop animation
			Add action	

i. Level 4

1	System	On start of layout	System	Set nyawa to 3
			System	Set skor to 0
			rintang...	Destroy
			tarian_lu...	Destroy
			tarian_pa...	Destroy
			nyawa_b...	Destroy
			nyawa_b...	Destroy
			nyawa_b...	Set animation speed to 0.5
			Audio	Play musik level 4 looping at volume 0 dB (tag "musik4")
			System	Set speed_buah to 3
			System	Set timer to 300
			Add action	
2	System	Every tick	Progress...	Set progress to nyawa
			nyawa_b...	Set Y to Self.Y + speed_buah
			nyawa_b...	Set Y to Self.Y + speed_buah
			tarian_lu...	Set Y to Self.Y + speed_buah
			tarian_pa...	Set Y to Self.Y + speed_buah
			rintang...	Set Y to Self.Y + speed_buah
			freertext	Set text to skor
			waktu	Set text to timer
			Add action	
3	Touch	On touched nyawa_buah	System	Add 1 to nyawa
			nyawa_b...	Destroy

4	Touch	On touched	nyawa_burung	System	Add 1 to nyawa
				nyawa_b...	Destroy
				Add action	
5	Touch	On touched	tarian_papua	System	Add 10 to skor
				tarian_pa...	Destroy
				Add action	
6	Touch	On touched	tarian_luarpapua	System	Add -1 to nyawa
				tarian_lu...	Destroy
				Add action	
7	System	skor \neq 0		System	Add -5 to skor
				Add action	
8	Touch	On touched	rintangan_lv4	System	Add -1 to nyawa
				rintanga...	Destroy
				Add action	
9	System	Every 4 seconds		System	Create object tarian_papua on layer 0 at (round(random(100, 750)), -100)
				tarian_pa...	Set animation frame to random(9)
				tarian_pa...	Stop animation
				Add action	
10	System	Every 5 seconds		System	Set kedip to random(5)
				Add action	
11	System	kedip \leq 3		System	Create object tarian_luarpapua on layer 0 at (round(random(100, 750)), -100)
				tarian_lu...	Set animation frame to random(5)
				tarian_lu...	Stop animation
				Add action	

