

LAPORAN SKRIPSI
EDUKASI VAKSINASI BERBASIS GAME



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Diajukan dalam Rangka Memenuhi Salah Satu Syarat Memperoleh Gelar Sarjana
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ABSTRAK

Pembuatan Game edukasi vaksin berfungsi untuk menarik minat masyarakat untuk melakukan vaksinasi. Karena kampanye vaksin melalui Game lebih menarik dibandingkan dengan kampanye vaksin melalui kampanye kesehatan melalui media cetak seperti flyer, leaflet, booklet, rubik dan poster. Game yang dibuat berisi tentang edukasi terkait vaksinasi Covid-19. Melalui Game ini diharapkan kampanye terkait Covid-19 akan lebih maksimal terutama pada anak – anak. Tujuan pada penelitian ini adalah: Untuk menemukan cara merancang game agar dapat mengedukasi masyarakat agar bersedia menerima vaksinasi Covid-19, Untuk menemukan cara membuat game edukasi tentang vaksin Covid-19, Untuk mengetahui hubungan antara Ekspektasi Kinerja, Ekspektasi Usaha dan Motivasi Hedonis terhadap Niat Perilaku keinginan bermain terus. Game ini dikembangkan dengan metode waterfall dan telah melewati setiap tahap metode tersebut. *Game* ini dibuat menggunakan construct *construct* menjadi 2D game engine berbasis HTML5. Hasil penelitian menunjukkan bahwa *game* edukasi ini dapat meningkatkan minat anak-anak untuk vaksin dan mengurangi rasa takut untuk vaksin serta menunjukkan bahwa vaksin itu penting. Game ini berisi 3 jenis Game agar tidak bosan serta adanya info atau fun fact yang akan muncul bila kalah atau menang. *Game* ini didesain agar pemain memainkan *Game* dalam jangka waktu yang sebentar karena bersifat arcade. Dengan adanya karakter yang menarik dan desain yang menarik serta berbagai level dan adanya item yang mendukung *Game*. Hasil uji korelasi yang dilakukan dari 50 responden diketahui bahwa terdapat hubungan antara *Performance Expectancy*, *Effort Expectancy* dan *Hedonic Motivation* terhadap *Behavioral Intention*.

Kata kunci: game edukasi, *Vaccinia*, *Performance Expectancy*, *Effort Expectancy*, *Hedonic Motivation*, *Behavioral Intention*.

ABSTRACT

Making vaccine educational games serves to attract people's interest in vaccinating. Because vaccine campaigns through games are more interesting than vaccine campaigns through health campaigns through print media such as flyers, leaflets, booklets, Rubik's Rubik's and posters. The game created contains education related to the Covid-19 vaccination. Through this game, it is hoped that campaigns related to Covid-19 will be maximized, especially for children. The objectives of this research are: To find ways to design games so that they can educate people to be willing to receive the Covid-19 vaccination, To find ways to make educational games about the Covid-19 vaccine, To find out the relationship between Performance Expectations, Business Expectations and Hedonic Motivation on Behavioral Intentions desire to continue playing. This game was developed using the waterfall method and has gone through every stage of the method. This game was made using constructs to become a 2D game engine based on HTML5. The results of the study show that this educational game can increase children's interest in vaccines and reduce the fear of vaccines and show that vaccines are important. This game contains 3 types of games so you don't get bored and there is information or fun facts that will appear if you lose or win. This game is designed for players to play the game in a short period of time because it is arcade. With attractive characters and attractive designs as well as various levels and items that support the game. The results of the correlation test conducted from 50 respondents found that there is a relationship between Performance Expectancy, Effort Expectancy and Hedonic Motivation on Behavioral Intention.

Keywords: *educational game, Vaccinia, Performance Expectancy, Effort Expectancy, Hedonic Motivation, Behavioral Intention*