Hasil Angket Uji Coba Kelompok Besar

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No | Pernyataan | Pilihan Responden | Total | Percentage |
| 1 | 2 | 3 | 4 | 5 | ∑(value x ∑respondent) |
| 1 | Penggunaan warna dan latar belakang | 0 | 0 | 10 | 10 | 30 | 220 | 88 |
| 2 | Typografi | 0 | 0 | 0 | 18 | 32 | 232 | 92.8 |
| 3 | Akurasi dalam menulis ukuran objek | 0 | 1 | 1 | 19 | 29 | 226 | 90.4 |
| 4 | Karakter responsif | 0 | 0 | 10 | 12 | 28 | 218 | 87.2 |
| 5 | Layout  | 0 | 0 | 10 | 17 | 23 | 213 | 85.2 |
| 6 | Warna dan bentuk tombol mudah dikenali | 0 | 0 | 7 | 24 | 19 | 212 | 84.8 |
| 7 | Fungsi tombol | 0 | 0 | 6 | 15 | 29 | 223 | 89.2 |
| 8 | Musik sesuai identitas | 0 | 0 | 3 | 10 | 37 | 234 | 93.6 |
| 9 | Ketepatan informasi sejarah napak tilas perang gerilya Kabupaten Pacitan | 0 | 0 | 0 | 17 | 33 | 233 | 93.2 |
| 10 | Kemudahan pengoperasian aplikasi | 0 | 0 | 9 | 18 | 22 | 209 | 83.6 |
| 11 | Kenyamanan menggunakan seluruh aplikasi | 0 | 0 | 9 | 11 | 30 | 221 | 88.4 |
| 12 | Mendukung sistem operasi | 0 | 0 | 10 | 17 | 23 | 213 | 85.2 |
| 13 | Alur game terstruktur | 0 | 0 | 10 | 15 | 25 | 215 | 86 |
| 14 | Logo dan branding mudah dikenali | 0 | 0 | 7 | 21 | 22 | 215 | 86 |
| 15 | Game layak digunakan untuk media pembelajaran | 0 | 0 | 5 | 9 | 36 | 231 | 92.4 |
| 1 = sangat kurang, 2 = kurang, 3 = cukup, 4 = baik, 5 = sangat baik | 88.4% |