CHAPTER VI
CONCLUSION AND SUGGESTION

This chapter consists of conclusions obtained from conducting this research and also suggestions for future research.

6.1 Conclusion
These are the conclusion that occurs in this research:
1. According to the identification, this research founds 18 human behavior and 10 standard evacuation procedure in fire emergency situation.
2. R.E.D has successfully performed its intended purpose to create an educational game that considers human behavior aspect, standard evacuation procedure and also usability factors which shown by the usability test result on match with the real world parameter.
3. R.E.D has successfully becomes an effective tool to transfer knowledge of appropriate action and manners that should be taken in case of fire emergency in high rise building, which shown by the usability test result on contribution to fire emergency problem parameter.
4. According to the usability test importance level, the parameter that are considered extremely important are match with real world, clarity of question and instruction, clarity of option and clarity of evaluation.
5. According to usability test satisfaction level, the parameter that acquire the maximum point are:
   a. Clarity of game status
   b. Match with the real world
   c. Cursor movement
   d. Restart and exit option
e. Scenario standardization
f. Font standardization
g. Clarity of question and instruction
h. Clarity of option
i. Contribution to fire emergency problem understanding
j. Image quality
k. Back sound quality
l. Fire alarm quality
m. Clarity of game evaluation
n. Help feature

6. According to usability test satisfaction level, the parameter that should be improved is the clarity of game play.

6.2 Future Works

These are some ideas that can be explored for further work:

1. Develop other disaster scenario, such as earthquake, flood, tsunami and also eruption and put it in a single disaster survival game pack.
2. Enhance the animation system to create more realistic game atmosphere
3. Add voice guidance in evaluation screen to increase effectiveness
4. Create a scenario that place the player as a floor warden to explore more educational aspect.