

ABSTRACT

Each game has its own unique feature, which attracts players by continually playing the game on a daily basis. The game appeal also concerns interface attributes, game mechanics, and interfaces designed to stimulate excitement in playing the game. However, there is little discussion about the perceived visual enjoyment factor in artistic playability, especially among youth based on the Real-Time Strategy (RTS) game to support this statement. This research was carried out using the System Usability Scale (SUS) (Brooke, 1986), interviews and questionnaires. The use of SUS is trusted by its reliability and has become an industry standard with numerous references. Based on the findings, the results show that the players are pleased with the mechanics of the game; however, the players are relatively enthusiastic about the competitive challenge of finishing the game and achieving their goal. The visual is also not the driving factor for the player to keep playing the game, but the desire to complete the competitive challenge to feel satisfied until the game is over. The game enjoyment factor is more critical than usability, because it defines playability in the DOTA 2 game. Other than that, DOTA 2 is more extensive and significantly dependent on CTPM (Critical Thoughts Per-Minutes) and communication within the team, because critical thinking is very much needed to perceive enjoyment, but the depth, breadth and speed needed to apply the game to make a difference. If the players play their role while playing the game, they will also develop a particular style of leadership that will lead the team to victory and reduce the emotions while playing the game.

Keywords: Real-Time Strategy (RTS), video game, CTPM (Critical Thoughts Per-Minutes), Defence of the Ancients 2 (DOTA 2), System Usability Scale (SUS).

***Faktor Keseronokan Visual yang Dirasakan Melalui Elemen Artistik: Dalam Kes
Kajian Permainan Strategi Masa Nyata***

ABSTRAK

Setiap permainan mempunyai ciri tersendiri, yang menarik pemain dengan terus bermain permainan setiap hari. Permainan sedemikian mempunyai daya tarikan atribut antara muka, mekanik permainan, dan antara muka yang dihasilkan untuk merangsang kegembiraan dalam bermain permainan. Walau bagaimanapun, terdapat sedikit perbincangan mengenai faktor kenikmatan visual yang dirasakan dalam permainan artistik, terutamanya dalam kalangan belia berdasarkan permainan Strategi Masa Nyata (SMN) untuk menyokong pernyataan ini. Penyelidikan ini dilakukan dengan menggunakan System Usability Scale (SUS) (Brooke, 1986), temu bual dan soal selidik. Penggunaan SUS dipercayai oleh ketetapan dan telah menjadi rujukan ramai dalam standard industri. Berdasarkan hasil kajian, menunjukkan bahawa para pemain berpuas hati dengan mekanisme permainan; namun, para pemain agak bersemangat dengan cabaran yang kompetitif untuk menamatkan permainan dan mencapai matlamat mereka. Visual juga bukan faktor utama mendorong pemain untuk terus bermain permainan, tetapi keinginan untuk menyelesaikan cabaran yang kompetitif untuk berpuas hati sehingga permainan selesai. Faktor keseronokan permainan lebih kritikal daripada cara bermain, kerana ia menentukan kemampuan bermain dalam permainan DOTA 2. Selain itu, DOTA 2 lebih luas dan sangat bergantung pada PKPM (Perasaan Kritikal Per-Minit) dan komunikasi dalam pasukan, kerana pemikiran kritis sangat diperlukan bagi menghasikan perasaan seronok dalam permainan tetapi kedalaman, keluasan, dan kecepatan turut diperlukan sekiranya hendak merasakan perbezaan keadaan dalam permainan. Sekiranya pemain memainkan peranan mereka semasa bermain permainan, mereka juga akan

mengembangkan gaya kepemimpinan tertentu yang akan memimpin pasukan menuju kemenangan dan mengurangi emosi ketika bermain permainan.

Kata kunci: *Permainan Strategi Masa Nyata (SMN), permainan video, PKPM (Perasaan Kritis Per-Minit), Defence of the Ancients 2 (DOTA 2) System Usability Scale (SUS).*