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***PSYCHOLOGY POINT OF VIEW: GAME ADDICTION BASED
ON USER EXPERIENCE USING THE GEQ (UX) METHOD*****TUGAS AKHIR**

Diajukan Sebagai Salah Satu Syarat
untuk Memperoleh Gelar Sarjana Komputer pada
Program Studi Sistem Informasi



Oleh:

NURSAFIKA
12050320473



UIN SUSKA RIAU

FAKULTAS SAINS DAN TEKNOLOGI
UNIVERSITAS ISLAM NEGERI SULTAN SYARIF KASIM RIAU
PEKANBARU
2024

LEMBAR PERSETUJUAN

PSYCHOLOGY POINT OF VIEW: GAME ADDICTION BASED ON USER EXPERIENCE USING THE GEQ (UX) METHOD

TUGAS AKHIR

Oleh:

NURSAFIKA
12050320473

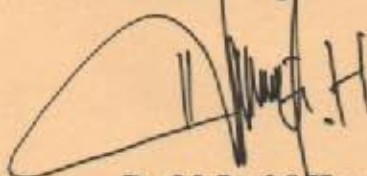
Telah diperiksa dan disetujui sebagai Laporan Tugas Akhir
di Pekanbaru, pada tanggal 02 Juli 2024

Ketua Program Studi



Eki Saputra, S.Kom., M.Kom.
NIP. 198307162011011008

Pembimbing



Dr. M. Luthfi Hamzah, B.IT., M.Kom.
NIP. 199001242019031017

LEMBAR PENGESAHAN

PSYCHOLOGY POINT OF VIEW: GAME ADDICTION BASED ON USER EXPERIENCE USING THE GEQ (UX) METHOD

TUGAS AKHIR

Oleh:

NURSAFIKA
12050320473

Telah dipertahankan di depan sidang dewan penguji
sebagai salah satu syarat untuk memperoleh gelar Sarjana Komputer
Fakultas Sains dan Teknologi Universitas Islam Negeri Sultan Syarif Kasim Riau
di Pekanbaru, pada tanggal 13 Juni 2024

Pekanbaru, 13 Juni 2024

Mengesahkan,



Dekan
Dr. Hartono, M.Pd.

NIP. 196403011992031003

Ketua Program Studi



Eki Saputra, S.Kom., M.Kom.

NIP. 198307162011011008

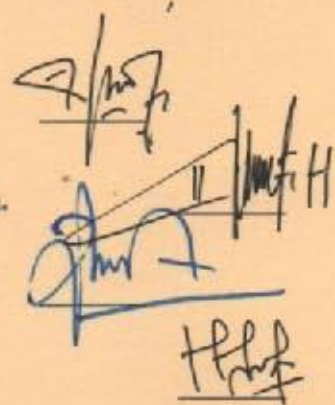
DEWAN PENGUJI:

Ketua : Arif Marsal, Lc., MA.

Sekretaris : Dr. M. Luthfi Hamzah, B.IT., M.Kom.

Anggota 1 : Idria Maita, S.Kom., M.Sc.

Anggota 2 : Megawati, S.Kom., MT.



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NIM. 12050320473

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LEMBAR PERSEMBAHAN

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Dengan menyebut nama Allah yang maha pengasih lagi maha penyayang

Assalamu 'alaikum Warahmatullahi Wabarakatuh.

Alhamdulillah Rabbil 'Alamin, segala puji bagi Allah Subhanahu Wa Ta'ala sebagai bentuk rasa syukur atas segala nikmat yang telah diberikan tanpa ada kekurangan sedikitpun. Solawat beserta salam tidak lupa pula kita ucapkan kepada Nabi Muhammad Shallallahu 'Alaihi Wa Sallam dengan mengucapkan *Allahumma Sholli'ala Sayyidina Muhammad Wa'ala Ali Sayyidina Muhammad*. Semoga kita semua selalu senantiasa mendapat *syafa'at*-Nya di dunia maupun di akhirat, *Aamiin Ya Rabbala'alaamiin*. Karya ini kupersembahkan kepada kedua orang tuaku tercinta sebagai bentuk terima kasih dan hormatku.

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Wassalamu 'alaikum Warahmatullahi Wabarakaatuh.

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KATA PENGANTAR

Assalamu 'alaikum Warahmatullahi Wabarakaatuh.

Alhamdulillah Rabbil 'Alamin, bersyukur kehadiran Allah Subhanahu Wa Ta'ala atas segala rahmat dan karunia-Nya sehingga peneliti dapat menyelesaikan Tugas Akhir ini dengan baik dan tepat waktu. Solawat dan salam tidak lupa pula diucapkan kepada Rasulullah Muhammad *Shallallahu 'Alaihi Wa Sallam* dengan mengucapkan *Allahumma Sholli 'Ala Sayyidina Muhammad Wa 'Ala Ali Sayyidina Muhammad*. Tugas Akhir ini dibuat sebagai salah satu syarat untuk memperoleh gelar Sarjana Komputer di Program Studi Sistem Informasi Fakultas Sains dan Teknologi Universitas Islam Negeri Sultan Syarif Kasim Riau.

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2. Bapak Dr. Hartono, M.Pd sebagai Dekan Fakultas Sains dan Teknologi.
3. Bapak Eki Saputra, S.Kom., M.Kom sebagai Ketua Program Studi Sistem Informasi.
4. Ibu Siti Monalisa, ST., M.Kom sebagai Sekretaris Program Studi Sistem Informasi.
5. Bapak Tengku Khairil Ahsyar, S.Kom., M.Kom sebagai Kepala Laboratorium Program Studi Sistem Informasi.
6. Bapak Dr. Muhammad Luthfi Hamzah, B.IT., M.Kom sebagai Dosen Pembimbing Akademik sekaligus sebagai Dosen Pembimbing Tugas Akhir yang telah meluangkan waktu dan membimbing peneliti hingga peneliti dapat menyelesaikan Tugas Akhir ini.
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peneliti amalkan dan menjadi amal *jariyah*.

11. Seluruh Pegawai dan Staf Fakultas Sains dan Teknologi yang telah membantu dan mempermudah proses administrasi selama perkuliahan ini.
12. Kedua orang tua peneliti, Ayahanda tercinta almarhum Abdul Gani, beliau memang tidak sempat menemani peneliti dalam perjalanan menempuh pendidikan, alhamdulillah peneliti sudah berada ditahap ini sebagai perwujudan terakhir. Ibunda tercinta Miyanti yang menjadi motivasi terkuat peneliti dan doa yang selalu beliau berikan hingga peneliti mampu menyelesaikan pendidikan di Strata-1 (S1).
13. Kepada adik-adikku tercinta, Nurul Izzati dan Hanisah Muyassarrah terima kasih telah memberikan semangat dan mendoakan selama penyusunan Tugas Akhir ini. Semoga kalian diberikan kemudahan untuk menempuh pendidikan dan menggapai cita-cita.
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16. Semua pihak yang namanya tidak dapat disebutkan satu persatu yang telah terlibat dalam penyelesaian Tugas Akhir ini.

Semoga segala doa dan dorongan yang telah diberikan selama ini menjadi amal kebajikan dan mendapat balasan setimpal dari Allah *Subhanahu Wa Ta'ala*. Peneliti menyadari bahwa penulisan Tugas Akhir ini masih banyak terdapat kekurangan dan jauh dari kata sempurna. Oleh karena itu, kritik dan saran yang membangun sangat diharapkan untuk kesempurnaan Tugas Akhir ini dan dapat disampaikan ke email: 12050320473@students.uin-suska.ac.id. Akhir kata peneliti ucapkan terima kasih.

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Tanggal : 10 September 2021

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NIM : 12050320473

Tempat/Tgl. Lahir : Dumai, 24 Februari 2002

Fakultas/Pascasarjana : Sains dan Teknologi

Prodi : Sistem Informasi

Judul Disertasi/Thesis/Skripsi/Karya Ilmiah lainnya*:

Psychology Point Of View: Game Addiction Based On User Experience
Using The GEA (UX) Method

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Nursafika

Nursafika

NIM : 12050320473

*pilih salah satu sesuai jenis karya tulis



Nursafika Sistem Informasi <12050320473@students.uin-suska.ac.id>

Decision on submission to International Conference on Circuit, Systems and Communication (ICCSC 2024) #G5

Microsoft CMT <email@msr-cmt.org>

11 Mei 2024 pukul 05.17

Balas ke: ICCSC Info <iccsc.info@gmail.com>

Kepada: Nursafika Nursafika <12050320473@students.uin-suska.ac.id>

Cc: mohammed.elghzaoui@usmba.ac.ma

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Psychology Point Of View: Game Addiction Based On User Experience Using The GEQ (UX) Method

Nursafika Nursafika
Department of Information System
Faculty of Sains and technology
Universitas Islam Negeri Sultan Syarif
Kasim Riau
Pekanbaru, Indonesia
12050320473@students.uin-suska.ac.id

Muhammad Luthfi Hamzah
Department of Information System
Faculty of Sains and technology
Universitas Islam Negeri Sultan Syarif
Kasim Riau
Pekanbaru, Indonesia
muhammad.luthfi@uin-suska.ac.id

Idria Maita
Department of Information System
Faculty of Sains and technology
Universitas Islam Negeri Sultan Syarif
Kasim Riau
Pekanbaru, Indonesia
idria@uin-suska.ac.id

Megawati Megawati
Department of Information System
Faculty of Sains and technology
Universitas Islam Negeri Sultan Syarif
Kasim Riau
Pekanbaru, Indonesia
megawati@uin-suska.ac.id

Salmiyati Salmiyati
Faculty of Psychology
Universitas Islam Negeri Sultan Syarif
Kasim Riau
Pekanbaru, Indonesia
salmiyati@uin-suska.ac.id

Abstract—Stumble Guys is a multiplayer online game played by more than one player with an elimination game system. Stumble Guys is the most downloaded game in Indonesia throughout 2022. Therefore, a user experience evaluation of Stumble Guys is needed to understand how the game experience is and how impactful the stumble guys game is from a psychological perspective. The method used is the Game Experience Questionnaire, an evaluation method designed specifically for games. This method has 3 modules. The first is The Core Module with the 3 highest average scores on Positive Affect (3.86), Flow (3.57), and Competence (3.11) while the lowest scores are Tension (2.63) and Negative Affect (2.85). Second is the Social Presence Module with the highest average value in the Empathy aspect (3.46) and the lowest value in the Negative Feelings aspect (2.70). Third is the Post Game Module with the highest average value in the Positive Experience aspect (3.49) and the lowest average value in the Negative Experience aspect (2.60). The results of the Stumble Guys App user experience from the three modules are considered good with an average score of 3.10. The psychological effects felt by players are only limited to entertainment with no symptoms of addiction to playing online games.

Keywords—UX, Stumble Guys, Game Experience Questionnaire (GEQ), Online Game Addiction

I. INTRODUCTION

In the current age of globalization, technological developments are taking place very quickly, technological advances also have a major influence in the entertainment industry, such as online games [1]. Significant worldwide increase in sales revenue in the gaming industry from 2017-2026 [2]. Play using mobile devices such as smartphones, console games with high quality graphics, or personal computers (PCs) that provide various types of games that can be customized according to each user's preferences [3].

The online gaming industry in Indonesia continues to grow along with the development of time and technology. Based on data from research by global game survey agency Newzoo, around 43.7 million people in Indonesia actively play games, better known as gamers. The significant growth in the mobile gaming industry has led many game developers to create engaging entertainment experiences for players through various types of games and examine the positive impact of games as a result of rapid advances in industries such as

Information Technology and the video game industry [4][5]. According to research firm Data.ai, Stumble Guys will be the most downloaded game in Indonesia throughout 2022.

Stumble Guys is a multiplayer online game that can be played by many people with an elimination game system, although Stumble Guys is not a game specifically aimed at children, it is widely known among them because there is no minimum age limit to play it [6]. The results of review data from users of the Stumble Guys application through the Play Store and App Store that often experience bugs or errors in the system, bugs can occur due to unintentional errors by developers, these errors can appear both in the source code and the design of the software itself [7].

Further problems encountered by Stumble Guys players include situations where the game map suddenly crashes after the start of the game, game characters automatically leaving the game area, and players being suddenly kicked out and eliminated from the game.

The complaints given by these users focus more on issues related to the quality of the system offered by the Stumble Guys application. Improving service quality can have a positive impact on user satisfaction levels [8][9]. Therefore, user experience when using a product or service is considered an indicator of customer satisfaction [10]. Basically, in the world of games, the quality of user experience is given a higher priority than usability. A good quality of user experience can motivate players to play longer [11].

User experience in a game involves various elements that emphasize the psychological experience of the players. It is important for game developers to carefully evaluate aspects related to the human aspect especially the player's thinking when developing their games [12]. The effects felt by players whether it can cause online game addiction can be seen from the symptoms or criteria of online game addiction such as conflict, problems, withdrawal, relapse, mood modification, salience, tolerance [13].

Therefore, an evaluation of user experience on Stumble Guys is needed to understand how the experience of playing this game is and how impactful the stumble guys game is from a psychological perspective. The user experience measurement methods, namely Software Usability

Measurement Inventory (SUMI), System Usability Scale (SUS), Questionnaire for User Interaction Satisfaction (QUIS), User Experience Questionnaire (UEQ), and Game Experience Questionnaire (GEQ) [14].

In this research, the method applied is the Game Experience Questionnaire (GEQ) method, which functions as a research tool to evaluate user experience in the Stumble Guys game application [15]. The GEQ has a modular structure consisting of four parts, including The Core Questionnaire, In-Game GEQ, The Social Presence Module, and The Post-game Module. Each module consists of different questions [16]. The Core Questionnaire is the core module in the GEQ, the In-Game GEQ module which has a shorter version. The Social Presence Module observes the player's psychological engagement and interaction with other social entities. The Post-game Module evaluates the player's emotional response after they have stopped the play session [17][18].

II. LITERATURE REVIEW

A. Evaluation

Evaluation is a systematic process in the development of professional and training programs, aimed at measuring the value and worth of a particular program [19][20]. To verify that the system can function in accordance with expectations and meet existing needs is the role of evaluation in interactive system design [21].

B. User Experience

User Experience is the value derived from a user's experience of a product or service in a particular context [22]. User experience in a game has many elements that focus more on the psychological experience of the players which involves the player's feelings, thinking, and skills while they play [12][23].

C. Application

Applications are programs that have been prepared to carry out certain functions for their users and can be used for certain purposes according to their needs [24][25]. High-quality applications are expected to increase user satisfaction and loyalty to the application [26].

D. Stumble Guys

Stumble Guys is a multiplayer online game that can be played by more than one player with an elimination game system. According to data from the AppMagic website, Stumble Guys has been downloaded more than 163 million times across multiple platforms, including Android, iOS and computers worldwide [6].

E. Game Experience Questionnaire (GEQ)

The Game Experience Questionnaire (GEQ) is an evaluation tool specifically designed to evaluate games that run a series of task scenarios and ask users a number of questions through a questionnaire [23][27]. GEQ is applied in a variety of research contexts, some studies have evaluated the effect of whether the player in the game is controlled by a computer or by a human [28]. According to Ijsselstein, GEQ consists of three different modules, namely the core module, social presence module, and post-game module [29]:

1. *The Core Module* for evaluating players' feelings and thoughts as they play the game being tested consists of 33 questions.

2. *Social Presence Module* to measure how players feel when communicating with other players consists of 17 questions.
3. *Post Game Module* to evaluate the feelings experienced by players after they have finished playing the game consists of 17 questions.

F. Online Game Addiction

Online gaming addiction is a condition in which players persistently and repeatedly engage in online games, often simultaneously with other people [30]. Online gaming addiction is also described as a condition in which a person uses video games or computer games excessively and forcefully, resulting in social or emotional problems. The criteria are as follows [13]:

1. *Salience*: A condition where online gaming becomes the main activity and takes over one's mind.
2. *Tolerance*: There is a tendency to constantly increase the time spent playing online games with high intensity.
3. *Mood modification*: A condition where a person feels subjectively improved feelings when playing online games, to the point where it reaches the level of addiction (online gaming as a way to cope with problems).
4. *Withdrawal*: The emergence of anxiety or negative emotions when someone who has been addicted cannot play online games.
5. *Relapse*: Repetitive behavior in playing online games that is uncontrollable and constantly carried out by someone who has been addicted.
6. *Conflict*: There is a conflict between important activities and playing online games. Such conflicts arise in the mind of the individual who has been addicted (internal conflict).
7. *Problems*: Various problems such as health, education and work, arise as a result of being too focused on playing online games, even to the point of addiction.

III. METHODOLOGY

A. Planning Stage

This stage identifies the problem by observing the Stumble Guys application on the Google play store or App store. Found several player complaints about the application in the comments column. Then a questionnaire was designed with a Likert scale measurement consisting of five choices (Strongly agree-Strongly disagree).

B. Data Collection

At this stage, observations, interviews, determining the population and sample, and distributing questionnaires are carried out. Observation is done by observing and accessing the Stumble Guys application directly. Then, interviews were conducted with application users. The number of samples uses the Lemeshow formula because the population is unknown and unlimited with an error calculation rate of 10% with a value of 96.02. After that, a questionnaire was distributed to 100 respondents from the minimum results obtained.

C. Data Processing and Analysis Stage

At this stage, data processing is carried out after distributing the questionnaire, the results of the questionnaire are tested for the level of validity and reliability of the research. Furthermore, data processing uses IBM SPSS STATISTICS S25 software and Microsoft Excel as a descriptive data recapitulation. The results of the questionnaire data analysis will be explained and analyzed to

understand the value of each variable and to gain further understanding of the user experience of the Stumble Guys application and the psychological impact it has on Stumble Guys players.

D. Recommendation

At this stage, an explanation is given about the discussion of conclusions from the analysis, as well as recommendations in the form of input based on the list of problems identified through the evaluation of the Stumble Guys application. The purpose of this recommendation is to improve the user experience of the services provided by the Stumble Guys application. The flow of research stages can be seen in Figure 1.

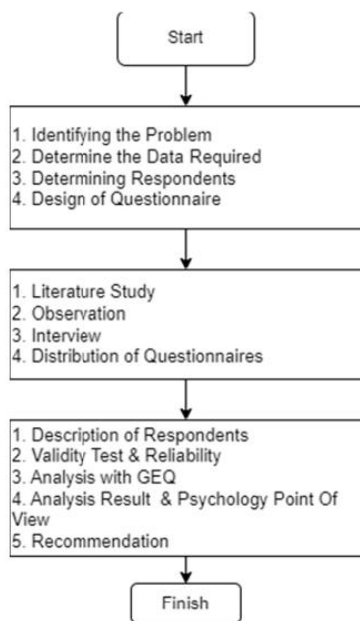


Figure 1. Methodology

IV. RESULT AND DISCUSSION

After the respondents answers from the evaluation process have been processed, the results are presented in diagram form to facilitate further data analysis.

A. Statistical Results of The Core Module

TABLE I. TCR TABLE ON CORE MODULE

COMPONENTS	TCR VALUE (%)	RESULTS
Immersion	58,30	Not Good
Flow	71,32	Good
Competence	62,16	Not Good
Positive Affect	77,28	Good
Negative Affect	57	Not Good
Tension	52,60	Not Good
Challenge	58	Not Good

The Positive Affect component received the highest score of 77.28% with good TCR results indicating that the game has a positive effect. The Negative Affect component received the lowest score of 57% with a poor TCR result, indicating that the negative effects of the game are minimal because the lower the score, the better.

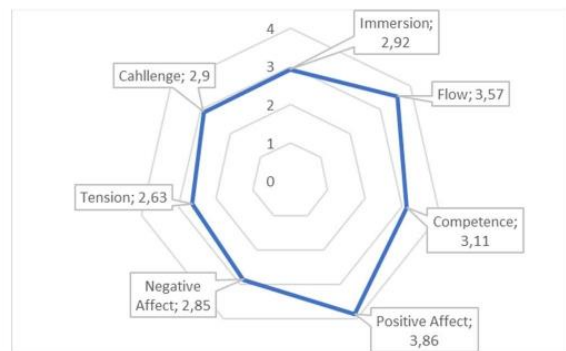


Figure 2. Core Module Statistics Results

Figure 2 displays the statistics of respondents' evaluation results using The Core Module. The low scores on Negative Affect and Tension are because the lower the score, the better the experience because it does not have a negative impact on the player. Besides these two aspects, Immersion and Challenge also have low scores.

The Stumble Guys game scored low in the Challenge aspect, which is unavoidable as it does not provide enough variety, difficulty, or interesting rewards for the player. Players just have to run, avoid obstacles, or cooperate with a team without any strategy, creativity, or surprises that make the game more exciting, making the challenges in this game too simple, easy, and monotonous.

Furthermore, the Immersion aspect has a low score because the main focus of Stumble Guys is only on running races, which can cause players to feel bored quickly.

B. Statistical Results of Social Presence Module

TABLE II. TCR TABLE ON SOCIAL PRESENCE MODULE

COMPONENTS	TCR VALUE (%)	RESULT
Empathy	69,13	Good
Negative Feelings	54,08	Not Good
Behavioral Involvement	63,35	Good

The Empathy aspect component gets the highest value of 69.13% with good TCR results which shows that respondents feel sympathy for other players in the Stumble Guys game. The Negative Feelings component gets the lowest value of 54.08% with poor TCR results indicating that players have minimal negative feelings when playing the game.

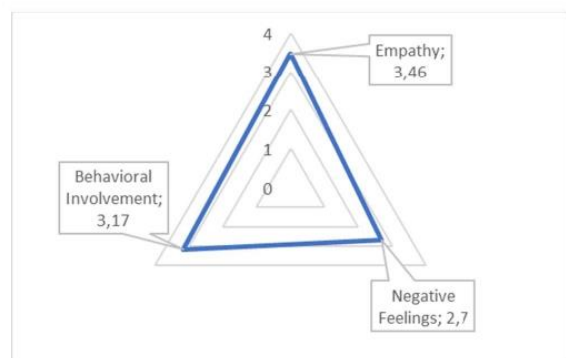


Figure 3. Social Presence Statistics Results

The evaluation statistics in Figure 3 illustrate that the Negative Feelings aspect has a low value because the lower

the value, the better. As a result, players no longer have negative feelings towards the Stumble Guys game. The highest score on the Empathy aspect is because players must often work together in teams or follow fair play principles. This requires understanding and empathy towards team members to be able to collaborate towards a common goal.

C. Statistical Results of Post Game Module

TABLE III. TCR TABLE ON POST GAME MODULE

COMPONENTS	TCR VALUE (%)	RESULT
Positive Experience	69,8	Good
Negative Experience	52,03	Not Good
Tiredness	59,60	Not Good
Returning to Reality	61,46	Good

The Positive Experience component received the highest score of 69.8% with good TCR results indicating that players feel positive feelings after playing games such as new enthusiasm and joy in life. The Negative Experience component scored 52.03% with a poor TCR result indicating that players had minimal negative experiences after playing the game.

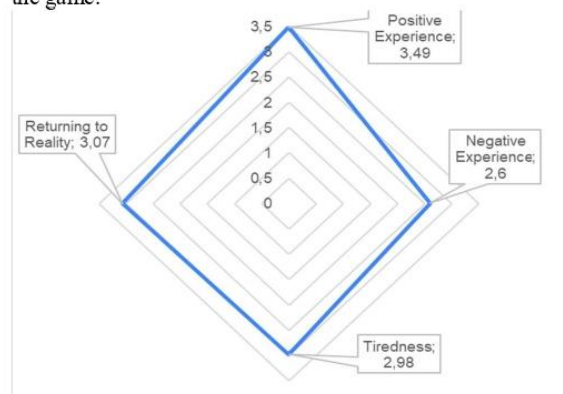


Figure 4. Post Game Statistics Results

In Figure 4 the Positive Experience aspect is highest due to the happy feelings that players have after completing the game such as renewed vigor and joy in life are the rewards of playing this game. In this game, positive experiences are often related to fun, collaboration, socialization, achievement and rewards in the context of entertaining competitive play.

D. Average Statistical Results of Game Experience Questionnaire

TABLE IV. AVERAGE RESULTS OF EACH GEQ MODULE

MODULE	MEAN	TCR VALUE (%)	RESULTS
The Core Module	3,15	63,01	Good
Social Presence Module	3,13	62,67	Good
Post-Game Module	3,04	60,85	Not Good
Mean	3,10	62,13	Good

Based on the calculations from the table, all aspects of the evaluation showed a good assessment with an average amount of 3.10.

The results of the analysis of The Core Module Positive Affect component with the highest average value of 3.86 players feel good, happy, and enjoy the game. Social Presence Module component Empathy with the highest average value

of 3.46 that players feel when interacting with other online players. Post Game Module component Positive Experience with the highest average value of 3.49 players feel satisfied, proud, and excited after playing the game.

From the results of the three modules that the stumble guys game can be stated that the user experience for the Stumble Guys game has a good value because this game does not have a bad impact or addiction to playing games, this is evidenced by the results of the analysis that players feel the pleasure of playing that is not excessive, feel satisfied, proud, do not feel fatigue. However, from these feelings players can still return to the real world after playing the game. The existence of feelings of pleasure, satisfaction and enjoyment of the game does not make players continue to play games and can still return to reality so that this game does not make players addicted to playing games.

The results of this study when viewed from the psychological side of the player, from the three results of the analysis obtained that the players feel the pleasure of playing which is not excessive. This can be said that the games played by these players psychologically do not fulfill the symptoms of online game dependence such as conflict, problems, withdrawal, relapse, mood modification, salience, tolerance. So that the psychological effects felt are only limited to entertainment for players. It can be concluded that although there are psychological side effects felt by players, based on the results of the analysis, these effects have not shown symptoms of addiction to playing games.

V. CONCLUSION

This study evaluates the user experience of playing the Stumble Guys game using the Game Experience Questionnaire (GEQ) method. The results show that this game has a positive effect on players, with good scores in aspects such as Positive Affect (The Core module), Empathy (Social Presence Module), and Positive Experience (Post Game Module). Although there are some aspects that need to be improved, overall the game from a psychological perspective does not have a negative or addictive impact on players. This research increases our understanding of how users experience when playing online games.

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LAMPIRAN A

POSTER KEGIATAN



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All types of converters,
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Batteries and Management Systems,
etc.

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Advanced Metals and Composites,
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Sensing and Storage,
Nanomaterials,
Solar Energy,
Artificial Photosynthesis Materials And Devices,
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Materials for Energy and Environment,
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Track 4: Data Science, Artificial Intelligence & Its Applications
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AI in Robotics,
AI in Mechanical Engineering,
AI for Networking,
Applications of AI in Physics,
Data Science in Education,
Knowledge Representation,
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etc.

IMPORTANT DATES

NEW deadline April 04, 2024
Acceptance Notification April 20, 2024
Registration deadline June May 15, 2024
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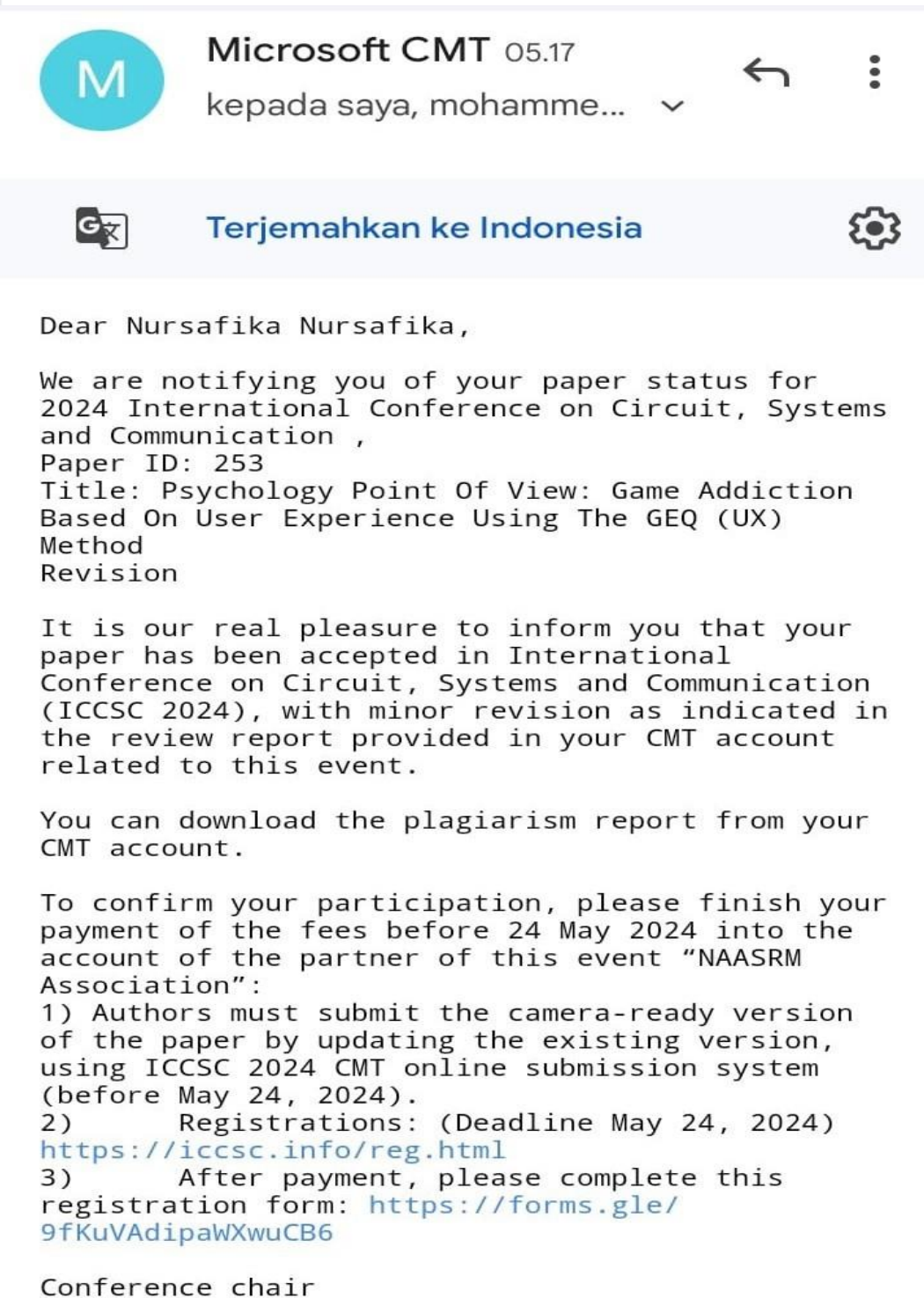


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LAMPIRAN B

BUKTI ACCEPTED



Gambar B.1. Email Accepted



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Paper ID

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Paper Title

Psychology Point Of View: Game Addiction Based On User Experience Using The GEQ (UX) Method

Reviewer #2

Questions

1. Comments to authors

*

* Fig 3. Post Game Statistics Results -- issue with format

* Extra space in paper should properly formatted

Reviewer #3

Questions

1. Comments to authors

The paper should incorporate research methodology, detailing the approach used to conduct the study, and include the phases through which the results were derived.

Gambar B.2. Komentor Revisi



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LAMPIRAN C

Dokumentasi

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Pelajari lebih lanjut

Tutup

Program Chair (Presentasi)

SCHEDULE - Official Opening

DAY 1 28 June 2024

Friday, 28 June 2024 (GMT+7)

8h30-9h00 Welcoming Participants

Official Opening of the Conference
Moderator: Prof. ELN-CHADI Youness, Bou T University

9h00-9h15 Prof. Mohammed El Ghzaoui, Vice Dean of Faculty of Sciences Dhar El Mahraz, USMBA University, Fez, Morocco

Prof. Mohammed El Ghzaoui, KESIC Chair, FSDM, USMBA, Fez, Morocco

Meet Link [Link to the Session \(https://meet.google.com/dsc-skey-kgc\)](https://meet.google.com/dsc-skey-kgc)

Plenary Session 1: Mohamed LAZAAR, ENSIAS, Mohammed V University, Rabat, Morocco

9h15-10h00 **Speaker Lecture: PROF. Farhad Shahnia, Murdoch University, Australia**

"MICROGRIDS AND VIRTUAL POWER PLANTS - EXCITING PLATFORMS FOR NET ZERO EMISSIONS"

14.55 | dsc-skey-kgc

MOHAMMED EL GH... Delvi Hastari Sistem ... Redouane Oubah

Badre Bossoofi Farhad Shahnia MESKINI NABIL

Soulaiman LAAROU... 28 lainnya Nursafika Sistem Inf...

Anda memiliki ekstensi yang diinstal, yang dapat memengaruhi kualitas panggilan

Pelajari lebih lanjut

Tutup

Farhad Shahnia (Presentasi)

Microgrid in simple words

- Interconnected networks of loads and distributed energy resources (DERs)
- High penetration of renewable energy resources

DERs usually refers to :

- smaller-size generation units
- distributed mainly in distribution systems
- concentrated mainly closer to the loads.

4

15.28 | dsc-skey-kgc

Farhad Shahnia Mohamed Lazaar Abdallah Ban-nah M...

MOHAMMED EL GH... MUTHIA KAMILA Sis... Delvi Hastari Sistem ...

MOHAMED SAIDI HS... 64 lainnya Nursafika Sistem Inf...



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The screenshot shows a Zoom meeting interface. The main window displays a presentation slide titled "Psychology Point Of View: Game Addiction Based On User Experience Using The GEQ (UX) Method". The slide also mentions "Presented by: Nursafika" and "Universitas Islam Negeri Sultan Syarif Kasim Riau". At the bottom of the slide, it says "The 2024 IEEE International Conference on Circuit, Systems and Communication (ICCSC 2024)". The right side of the screen shows a grid of participants, including MOURAD FARIS, Nursafika Siste..., Redcuane Cubah, EL HAJOUI AED..., CHAIMAA BOU..., Program Chair, Youness CHAKIR, Meryeme Bouou..., and Nanda Try Luchia. The bottom of the screen shows the Zoom controls bar with icons for mute, video, chat, and other functions.



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LAMPIRAN D

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Psychology Point Of View: Game Addiction Based On User Experience Using The GEQ (UX) Method

Nursafika Nursafika, Muhammad Luthfi Hamzah, Idria Maita, Megawati Megawati and Salmiyati Salmiyati

2024 International Conference on Circuit, Systems and Communication (ICCSC)

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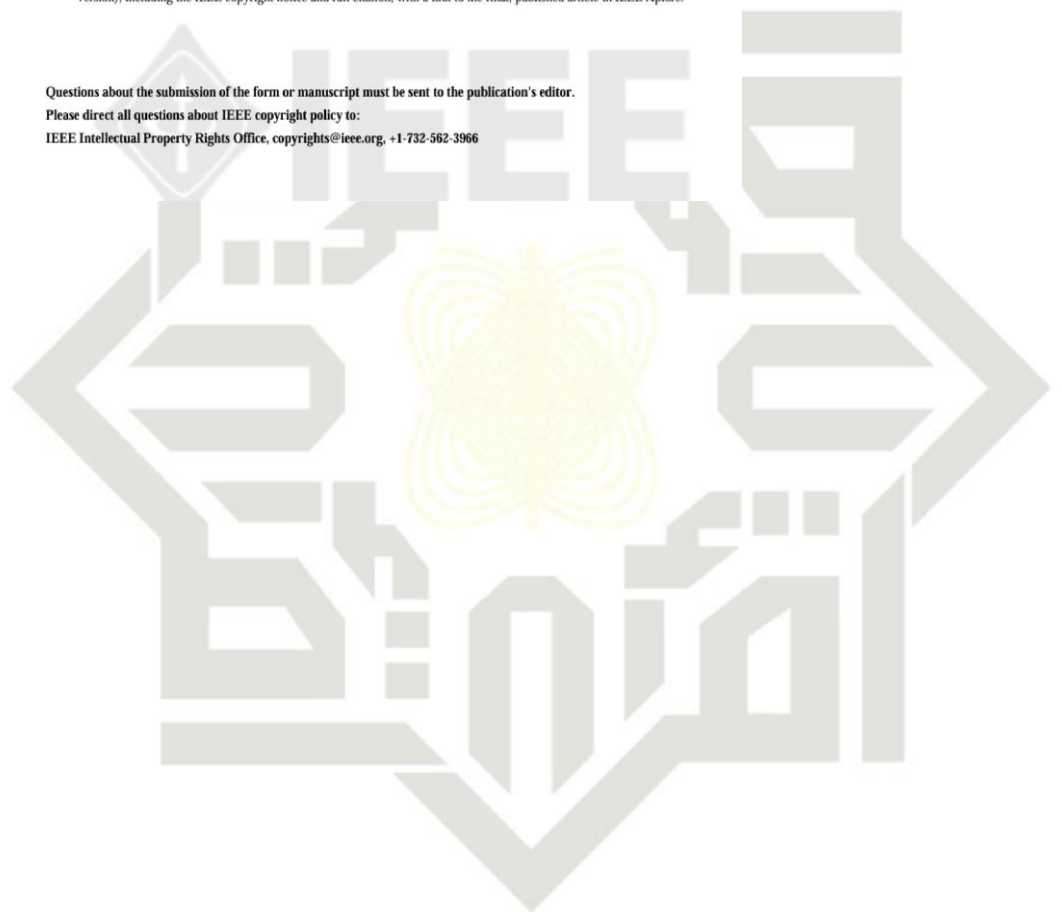
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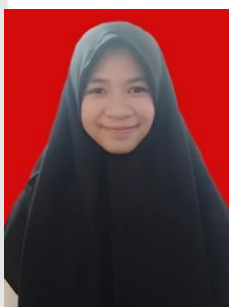
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DAFTAR RIWAYAT HIDUP



Peneliti Tugas Akhir ini bernama Nursafika. Lahir di Kota Dumai pada tanggal 24 Februari 2002. Peneliti merupakan anak pertama dari tiga bersaudara dari pasangan Ayahanda Abdul Gani dan Ibunda Miyanti. Peneliti memulai pendidikan di SD-N 008 Purnama pada tahun 2008 dan menamatkan pendidikan sekolah dasar pada tahun 2014. Pada tahun 2014 peneliti melanjutkan pendidikan di MTSN 1 Dumai dan menamatkan pendidikan pada tahun 2017. Pada tahun yang sama peneliti melanjutkan Pendidikan di SMKN 1 Dumai dengan jurusan Teknik Komputer Jaringan (TKJ) dan menamatkan pendidikan pada tahun 2020. Peneliti melanjutkan pendidikan Strata Satu (S1) di Universitas Islam Negeri Sultan Syarif Kasim Riau pada Fakultas Sains dan Teknologi, Program Studi Sistem Informasi pada tahun 2020. Selama masa perkuliahan peneliti aktif mengikuti berbagai kegiatan kampus, melaksanakan Kerja Praktek (KP) di PT. Mayatama Solusindo Bangkinang serta mengikuti Kuliah Kerja Nyata (KKN) di Kelurahan Bangsal Aceh, Kecamatan Sungai Sembilan, Kota Dumai pada tahun 2023. Peneliti pernah menjadi anggota aktif organisasi *Pro-Knowledge* dan menjadi project manager di salah satu seminar yang diadakan. Penelitian Tugas Akhir ini peneliti mengambil judul tentang “*Psychology Point Of View: Game Addiction Based On User Experience Using The GEQ (UX) Method*”.

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