

# ANALISIS PENGALAMAN PENGGUNA APLIKASI CAPCUT PADA GENERASI Z UNTUK KONTEN SOSIAL MEDIA MENGUNAKAN METODE UEQ

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Diajukan Sebagai Salah Satu Syarat  
untuk Memperoleh Gelar Sarjana Komputer pada  
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Oleh:



**DAMAR WULAN**  
**12050312473**



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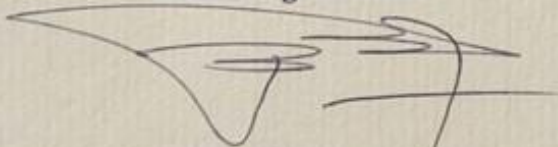
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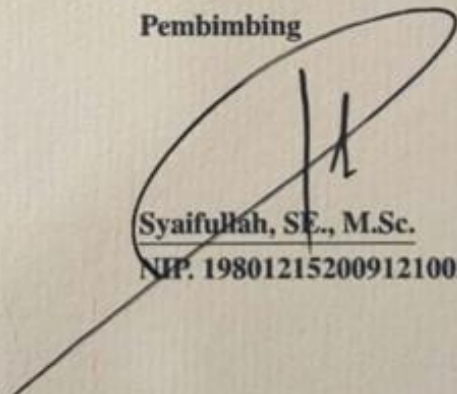
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**Ketua Program Studi**



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

**Pembimbing**



**Syaifulah, SE., M.Sc.**  
**NIP. 198012152009121002**

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Mengesahkan,



**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 : Syaifullah, SE., M.Sc.**

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## KATA PENGANTAR

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## Articles

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Article ID: 5528

Bedy Hermano, Desy Iba Ricoida, Desi Pibriana, Rusbandi, Muhammad Rizky Pribadi (Author)

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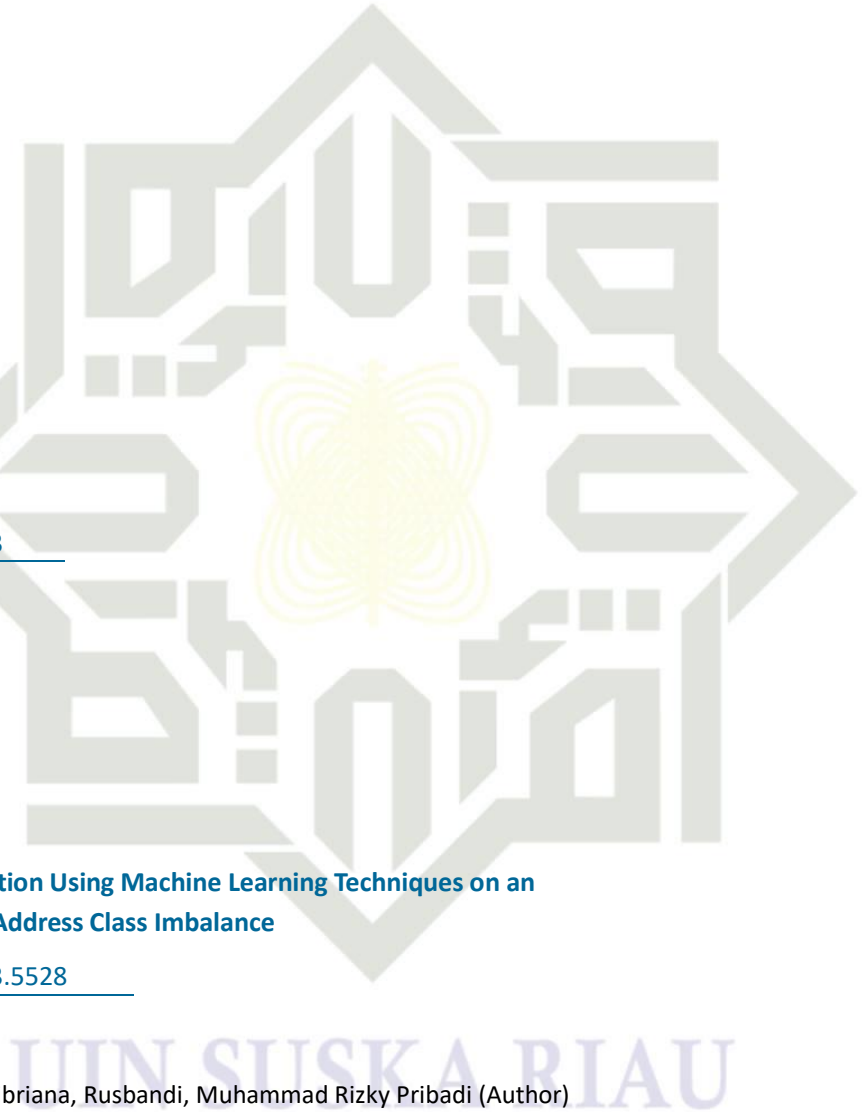
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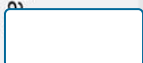
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## Analysis of User Experience of the CapCut Application in Generation Z for Social Media Content Using the User Experience Questionnaire Method

Damar Wulan<sup>1</sup>, Syaifullah<sup>2\*</sup>, Eki Saputra<sup>3</sup>, Medyantiwi Rahmawita<sup>4</sup>, Arif Marsal<sup>5</sup>

<sup>12345</sup>Department of Information System, Faculty of Science and Technology,  
Universitas Islam Negeri Sultan Syarif Kasim, Indonesia

### Abstract.

**Purpose:** In the midst of these dynamics of change, research, development and application of technology continues to be the main focus in efforts to achieve progress and efficiency in various sectors of life. Generation Z has been the primary architect of cultural and behavioral change on social media. One of the most prominent characteristics of Generation Z is their desire to create "viral" content on social media. Content created using CapCut often uses interesting video and audio effects, such as progress effects, dry effects, music effects, and so on. This application has various features that make it easier for users to create video content, such as video effects, audio and animation. This shows that generation Z tends to use the CapCut application to create and edit video content that they share on social media. This research was conducted based on a phenomenon that has recently occurred, where many generations Z want to create content on social media using the CapCut application and also from several previous studies that have been conducted which are still lacking in understanding CapCut user satisfaction as a medium for creating content for Generation Z. and from several interviews the author conducted with CapCut application users.

**Method:** This research uses the user experience questionnaire (UEQ) method with six (6) variables, namely attractiveness, efficiency, clarity, dependability, stimulation and novelty. Dr. Martin Schrepp developed a special tool that can be used to analyze UEQ questionnaire results, namely the UEQ Data Analysis Tool. The UEQ Data Analysis Tool is in the form of an Excel application which can be obtained by downloading it directly from the official <https://www.ueq-online.org/> website. This study employs a quantitative research strategy. This study does not know the exact number of the population to be studied. So, the sample size was calculated using the Lemeshow formula, a survey was conducted on 96 users of the Capcut application.

**Result:** Based on the results of the discussion regarding user experience, specifically Generation Z, in the CapCut Application using the User Experience Questionnaire (UEQ) method, conclusions can be drawn from the 6 variables in the UEQ used, the 6 variables obtained positive evaluation values, namely the Attractiveness (mean 1.177), Perspicuity variables. (mean 1.109), Efficiency (mean 1.109), Dependability (mean 1.159), Stimulation (mean 1.151) and Novelty (mean 0.763) with the highest evaluation value on the Attractiveness variable. 2. Based on the benchmark results, the values obtained for the Attractiveness variable were 1.18, Perspicuity 1.11, Efficiency 1.11, Dependability 1.16, Stimulation 1.15, and Novelty 0.76. Each variable gets an Above Average value (above the average). However, there is still potential for improvement to achieve standards of perfection desired. Users provided invaluable feedback and suggestions, highlighting the need for improvement.

**Novelty:** This research provides 2 recommendations based on the results of evaluations using UEQ, which are expected to help in improving and improving the quality of the CapCut Application in the future.

**Keywords:** CapCut application, Generation Z, Social media, UEQ

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### INTRODUCTION

Technology has become the main driver in social, economic and cultural transformation in the modern era. Rapid developments in areas such as computing, telecommunications, and software engineering have changed the way we interact, work, and even think [1]. Moreover, social media has become an inseparable part of everyday life for many people around the world [2]. Generation Z, which is a group of individuals

\* Corresponding author.

Email addresses: 12050312473@students.uin-suska.ac.id (wulan), syaifullah@uin-suska.ac.id (syaifullah)\*, eki.saputra@uin-suska.ac.id (saputra), medyantiwi.rahmawita@uin-suska.ac.id (rahmawita), arif.marsal@uin-suska.ac.id (marsal)

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**METHODS**

**Research methods**

The flow carried out until the final stage of research is called research methodology. Starting with introduction, planning, data collection, data processing and analysis, and documentation. The following research stages can be seen in Figure 1 below.

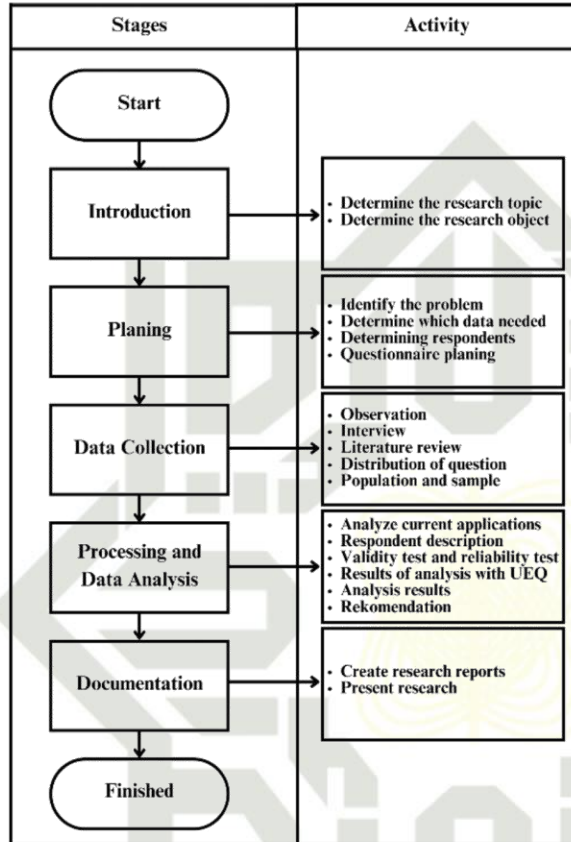


Figure 1. Methodology

**Introduction**

The first stage of this research is preliminary. At this stage the research topic is selected as the research object. First determine the research topic. To select this research topic, a preliminary study was carried out by collecting references in the form of national and international journals related to the title, references were selected from one hundred to fifty, from fifty to thirty, and from thirty to ten references that were proposed were good. from online and offline sources, this final assignment carries the title of user experience analysis on the Generation Z CapCut application for Social Media content based on the stages that have been carried out. The CapCut application is the research for this final assignment. Second, determine the research object. The research object in this final assignment that will be studied is the CapCut application.

**Planning**

The activity begins with a problem identification process which will be continued with the formulation of the research problem. Then determine the data needed including primary data and secondary data, determine the techniques that will be used in the data collection process, and carry out research samples and determine the respondents in this research. After that, a questionnaire was designed as a research instrument. First, Identifying Problems, at this stage, problems will be identified in the CapCut Application related to the user experience of the CapCut Application which will later be used as a guideline in formulating problems. To collect information, problems are identified using observations, interviews, and literature reviews. The problems identified have been explained in the background and then the problem is

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From the results obtained above, namely 96.04 is a comma number, so in calculations that produce a comma number, on the contrary, round it to the nearest whole number. So, the number of samples in the research was 96 respondents.

### Data processing and data analysis

The analysis technique used in this research is descriptive statistics, namely a statistical technique used to analyze data by describing the data that has been collected into a graphic display. Describing respondents, evaluating validity and reliability tests, and processing questionnaire data are activities completed at this stage. first, Analysis of Current Applications, the analysis carried out on the CapCut Application is the first step to see a picture of the current state of the CapCut Application. So that the problem can be solved. The author made observations on the CapCut Application and went through the analysis process. second, Respondent Description, at this stage, respondents who have participated in filling out the research questionnaire will be described and explained. Respondents were described by looking at gender, age and Capcut Application users.

Third, Validity Test and Reliability Test, Validity testing is carried out to determine the validity of the question items used [18]. By using Pearson product moment correlation, each statement item in this validity test is correlated with the overall score of each statement category. An instrument is said to be valid if the calculated  $r$  value  $>$   $r$  table. The purpose of the reliability test in this research is to find out whether the questionnaire can be relied on to be an accurate data collection tool. This is done by checking the results of Cronbach Alpha ( $\alpha$ ) for each study variable, if the value is greater than  $r$  table, the results are considered reliable or reliable. fourth, Data Analysis with UEQ, after carrying out validity and reliability tests on the questionnaire data, the next step is the data processing and analysis process using the UEQ Data Analysis Tool version 14. The data will be recapitulated and entered into the data tab in the UEQ Data Analysis Tool. This data is used as input value to calculate the user experience value on the CapCut Application. Next, a data transformation or conversion process will be carried out which aims to determine the negative and positive values of each answer item. For the data processing stages, use the UEQ Data Analysis Tool. The results of the questionnaire data processing will be described and analyzed to determine the value of each variable and to obtain information on user experience on the CapCut Application.

Fifth, Analysis Results, at this stage, the transformed data will be calculated to obtain the main results (results) in the form of the mean value for each variable item. This mean value is used to carry out analysis in the research. With the mean value, the evaluation value obtained by each variable will also be determined. There are 3 assessment scales, namely positive evaluation, neutral evaluation and negative evaluation. The evaluation value of each variable or aspect of the UEQ method assessment that has been obtained from the data processing process is then used as a reference for making recommendations for improvement. sixth, Recommendations The next stage after getting the analysis results is to make recommendations for improvement. Recommendations are made based on the results of the data analysis that has been carried out. This recommendation can be a reference for improving and improving the quality of the CapCut Application in the future.

### Documentation

At this stage, activities include creating research reports and presenting research results. first, Create a Research Report, In making a research report, research results are collected in the form of data that has been processed and information obtained in the previous stages. The results of the research are documented in a final research report whose contents can be justified. second, Presenting Research, At this stage the final research report containing the results of the research that has been carried out will be presented to the examining lecturer for assessment.

### RESULTS AND DISCUSSIONS

Jambi Province consists of 11 regencies/municipalities, 144 subdistricts, and 1,562 villages. The March The questionnaire in this study consisted of 26 questions prepared based on the UEQ method and questions relate to the respondent's identity. This research uses nonprobability sampling, namely purposive sampling. This technique determines the sample with certain considerations or special criteria for the sample, where the researcher determines sampling by determining special characteristics that are in accordance with the research objectives so that it is hoped that they can answer the research problem. The next step is to prepare questionnaire questions using Google Form and distribute them online.

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**Respondent description**

The distribution of questionnaires in this study obtained 96 respondents. Based on the answers obtained, the characteristics of respondents can be grouped based on gender, age and what social media they use. The following are the results of the respondents' descriptions.

Gender, From Figure 2, it can be seen that of the 96 respondents who filled out the questionnaire, the majority of respondents were women, namely 54 respondents, while there were 42 male respondents.

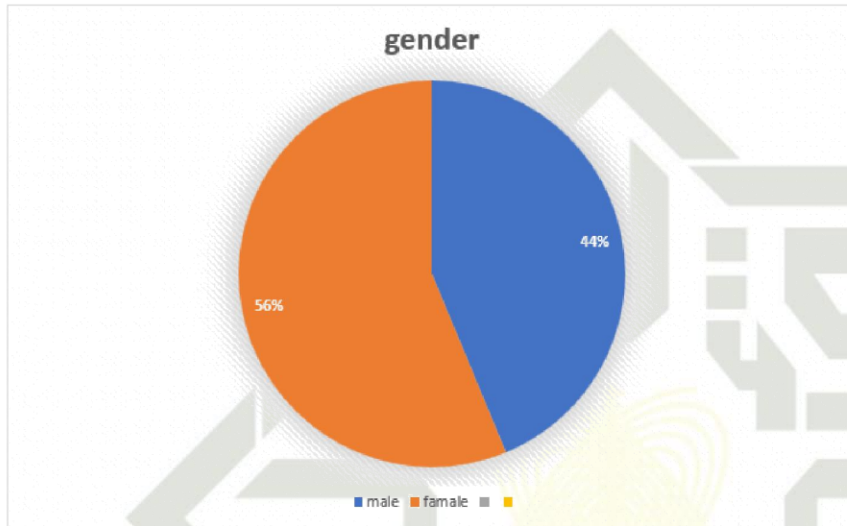


Figure 2. diagram of respondents based on gender

2. Age, From Figure 3 it can be seen that of the 96 people, the majority of respondents were aged 20-24 years, namely 87 people, respondents aged 14-19 years, namely 8 people and respondents aged 25-29 years, namely 1 person

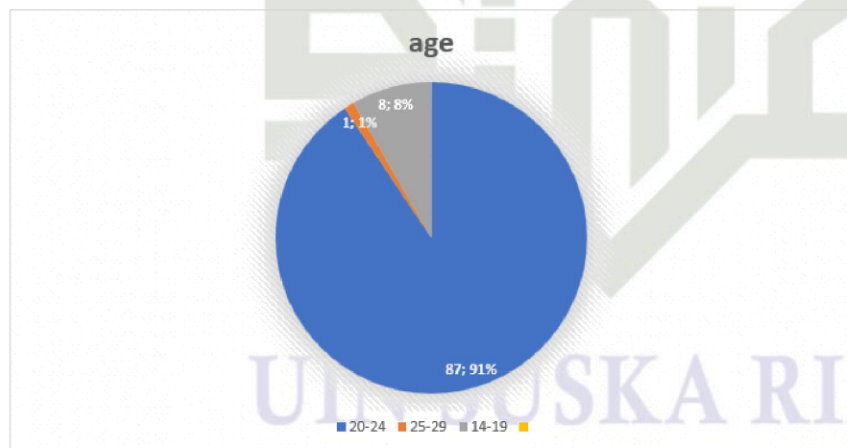


Figure 3. Diagram of respondents based on gender

Use of Social Media, From Figure 4 it can be seen that of the 96 respondents who filled out the questionnaire, the majority of respondents used CapCut to create content on social media on WhatsApp, 23 people, 41 people on Tiktok, 25 people on Instagram, 2 people on Facebook. and 7 people use these 4 social media.

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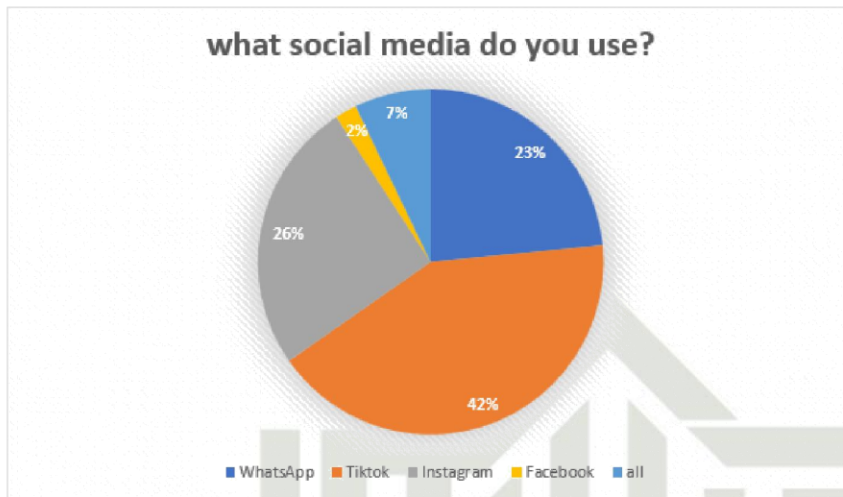


Figure 4. Diagram of respondents based on social media use

**Results**

**Analysis with user experience questionnaire (UEQ)**

After carrying out validity and reliability tests, the next step is to process and analyze the questionnaire data using a special tool for the UEQ method, namely the UEQ Data Analysis Tool version 12 which is downloaded via the official UEQ website which has been determined <https://www.ueq-online.org/> [19]. User Experience Questionnaire (UEQ) is a method that can be used to measure user experience (UX), where UEQ is able to provide a reflection from the perspective of usability to user experience. The original version of UEQ itself was designed in German, but has been translated into several languages, one of which is Indonesian [20]. The composition of the UEQ scale used to measure user experience is the dimension of pure acceptance or rejection, Attractiveness is the dimension of pure valence (emotional reaction). Perspicuity, Efficiency, and Dependability are aspects of pragmatic quality, which define the quality of interactions that are relevant to the obligations or goals that users want to achieve when using the product. Meanwhile, Stimulation and Novelty are included in the hedonic quality aspect, which is not related to tasks and goals, but describes aspects related to pleasure or satisfaction when using the product [21]. The respondent's answer data in the table is then transformed or an answer conversion is carried out with the aim of finding out the negative and positive values of each answer item [22]. Not always point 7 is the highest value. The scoring is done based on the location of the negative and positive terms. The converted data will produce a mean value per person with each grouping based on variables. Each item is scaled from -3 to +3 with the following conditions.

- Score - 3 represent the most negative answer
- A value of 0 represents a neutral answer
- A value of + 3 represents the most positive answer

Table 1. UEQ scale transformation (negative to positive)

Inconvenient	1	2	3	4	5	6	7	Pleasant
Value After Transformation	-3	-2	-1	0	1	2	3	

The transformation of the item value scale starting from positive to negative terms can be seen in Table 2.

Table 2. UEQ scale transformation (positive to negative)

Creative	Value After Transformation	1	2	3	4	5	6	7	Monotonous
		3	2	1	0	-1	-2	-3	

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After the transformation process, the data will be calculated to obtain the main results. From these calculations, the mean, variance and standard deviation values will be produced for the 26 UEQ question items. The mean is the result of calculating the average of all respondents' responses grouped into each aspect. Meanwhile, variance shows variations in data distribution. The mean of each variable item is used to carry out analysis in this research. The meaning of the mean value for each UEQ aspect has a standard value based on Table 3.

Table 3. Average research scale [23]

Mean Value Range	Information
>0.8	Positive Evaluation
Between -0.8 and 0.8	Neutral Evaluation
<-0.8	Negative Evaluation

The following are the results of the questionnaire for each research variable which were analyzed to find out the average of respondents' answers to each variable.

Table 4. Evaluation results of attractiveness variables

Code	Item	Mean	Evaluation Assessment	
ATT1	Annoying	Enjoyable	1.2	Positive
ATT2	Good	Bad	1.3	Positive
ATT3	Unlikable	Pleasing	1.3	Positive
ATT4	Unpleasant	Pleasant	1.2	Positive
ATT5	Attractive	Unattractive	1.1	Positive
ATT6	Friendly	Unfriendly	1.1	Positive
(Attractiveness)			1.177	Positive

The attractiveness variable is a user experience measurement variable that emphasizes the user's overall impression of CapCut, namely whether the user likes or dislikes CapCut. Based on the evaluation results in Table 6, the Attractiveness variable obtained a positive evaluation value with a mean value of 1.177. All items get a Positive evaluation value. It can be seen from the items in the Attractiveness variable that users feel that CapCut is fun, good, enjoyable, comfortable, attractive and user friendly when used.

Table 5. Results of evaluation of perspicuity variables

code	Item	Mean	Evaluation Assessment	
PER1	Not understandable	Understandable	1.1	Positive
PER2	Easy to learn	Difficult to learn	1.1	Positive
PER3	Complicated	Easy	1.2	Positive
PER4	Clear	Confusing	1.1	Positive
(Perspicuity)			1.109	Positive

The perspicuity variable emphasizes the possibility of how easy it is for users to understand how to use the product, namely whether users can learn and get used to using CapCut easily. The evaluation results in table show that overall the Perspicuity variable received a positive evaluation value with a mean value of 1.109. It can be seen from the items in the Perspicuity variable that users feel CapCut is understandable, easy to learn, simple and clear when used.

Table 6. Evaluation results of efficiency variables

Code	Item	Mean	Evaluation Assessment	
EFF1	Fast	Slow	0.9	Positive
EFF2	Inefficient	Efficient	1.2	Positive
EFF3	unpractical	Practical	1.4	Positive
EFF4	Organized	Untidy	1.0	Positive
(Efficiency)			1.109	Positive

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The Efficiency variable is a user experience measurement variable which emphasizes that the product is able to help complete a task quickly and efficiently. The evaluation results in table 8 show that overall the Efficiency variable received a positive evaluation value with a mean value of 1.109. It can be seen from the items in the Efficiency variable that users feel CapCut is fast, efficient, practical and organized when used.

**Table 7. Evaluation results of dependability variables**

Code	Item		Mean	Evaluation Assessment
DEP1	Unpredictable	Predictable	1.2	Positive
DEP2	Obstructive	Supportive	1.2	Positive
DEP3	Secure	Not secure	1.1	Positive
DEP4	Meets expectations	Does not meet expectations	1.1	Positive
(Dependability)			1.159	Positive

The Dependability variable emphasizes the level of control and security that users feel when interacting with CapCut. Based on the results of the analysis in Table 9, the Dependability variable gets a positive evaluation value. Looking per item at the evaluation results of the Dependability variable, users feel that CapCut is predictable, supportive, safe and meets expectations when used.

**Table 8. Evaluation results of stimulation variables**

Code	Item		Mean	Evaluation Assessment
STI1	Valuable	Inferior	1.2	Positive
STI2	Boring	Exciting	1.3	Positive
STI3	Not interesting	Interesting	1.1	Positive
STI4	Motivating	Demotivating	1.0	Positive
(Stimulation)			1.151	Positive

The Stimulation variable is a user experience variable that emphasizes the user's level of motivation and enjoyment in using CapCut. The evaluation results in Table 10 show that overall the Stimulation variable received a positive evaluation value. Judging from the items in the evaluation results of the Stimulation variable, users felt that CapCut was useful, exciting, interesting and motivating when used.

**Table 9. Evaluation results of variable novelty**

Code	Item		Mean	Evaluation Assessment
NOV1	Creative	Dull	0.6	Neutral
NOV2	Inventive	Conventional	0.5	Neutral
NOV3	Usual	Leading edge	0.8	Neutral
NOV4	Conservative	Innovative	1.1	Positive
(Novelty)			0.763	Positive

The Novelty variable is a user experience variable that measures how innovative and creative CapCut is and attracts interest from users. Based on the evaluation results in table 11, the overall evaluation table for Novelty received a positive evaluation value with a mean value of 0.763. Items NOV 1 NOV 2 and NOV 3 received a Neutral value, while NOV4 received a positive evaluation value.

From these results, it is known that if you look at each item in the Novelty variable, users feel that CapCut is an innovative product. For Creative or Motonon items, users give neutral values to Creative or Conventional items as well as Ordinary or Advanced items. Users think that the current CapCut design is quite creative and users think that they are quite used to using CapCut in editing social media content. Therefore, in terms of appearance, Capcut is quite friendly and in terms of information, it always uses clear and simple language so that it is easy for CapCut users to understand.

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After getting the mean value for each variable, the mean value is then compared to the benchmark data set. Comparison of the values obtained with benchmark data was carried out to see the relative quality of CapCut when compared to other products. Benchmark results can be seen in Figure 5.

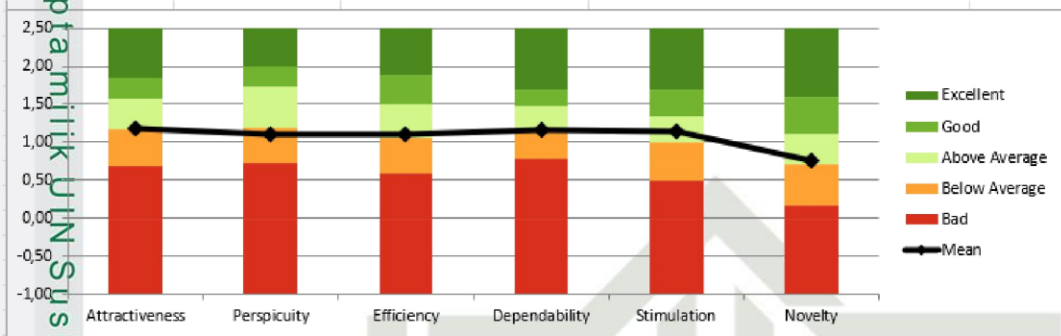


Figure 5. UEQ CapCut benchmark diagram

Based on Figure 5, it can be seen that when compared with other products, CapCut gets an Above Average value for each variable. This indicates that CapCut must maintain and improve every aspect so that the value of use does not decrease.

**CONCLUSION**

Based on the results of the discussion regarding user experience, especially Generation Z, on the CapCut Application using the User Experience Questionnaire (UEQ) method, the following conclusions can be drawn: first, of the 6 UEQ variables used, the six variables obtained positive evaluation values, namely the variables Attractiveness (mean 1.177), Perspicuity (mean 1.109), Efficiency (mean 1.109), Dependability (mean 1.159), Stimulation (mean 1.151) and Novelty ( mean 0.763) with the highest evaluation value on the Attractiveness variable. Second, based on the benchmark results, the values obtained for the Attractiveness variable were 1.18, Perspicuity 1.11, Efficiency 1.11, Dependability 1.16, Stimulation 1.15, and Novelty 0.76. Each variable gets a value Above Average (above the average). Third, this research provides 2 recommendations based on the results of evaluations using UEQ which are expected to help improve and improve the quality of the CapCut Application in the future.

After processing the data and getting the analysis results, the next step is to provide recommendations for improvement. Recommendations are given based on the results of the questionnaire data analysis that has been carried out. These recommendations can be used as a reference for improving and increasing the quality of the CapCut Application in the future. The majority of users feel that CapCut is a creative product, meaning they are quite used to using CapCut to create content for daily activities. Therefore, in terms of appearance, CapCut can be improved. The appearance of CapCut must be user friendly and in terms of information it must always be updated using short, concise and clear language so that it is easily understood by ordinary people. CapCut can develop a live chat feature in the CapCut application, because this feature is very helpful for users who do not understand the features provided, so that users can find solutions to their misunderstandings. This research is aimed at evaluating the current user experience of the CapCut application based on 6 aspects using the UEQ method and to produce recommendations for the CapCut application which can be used as a reference for developing the CapCut Application.

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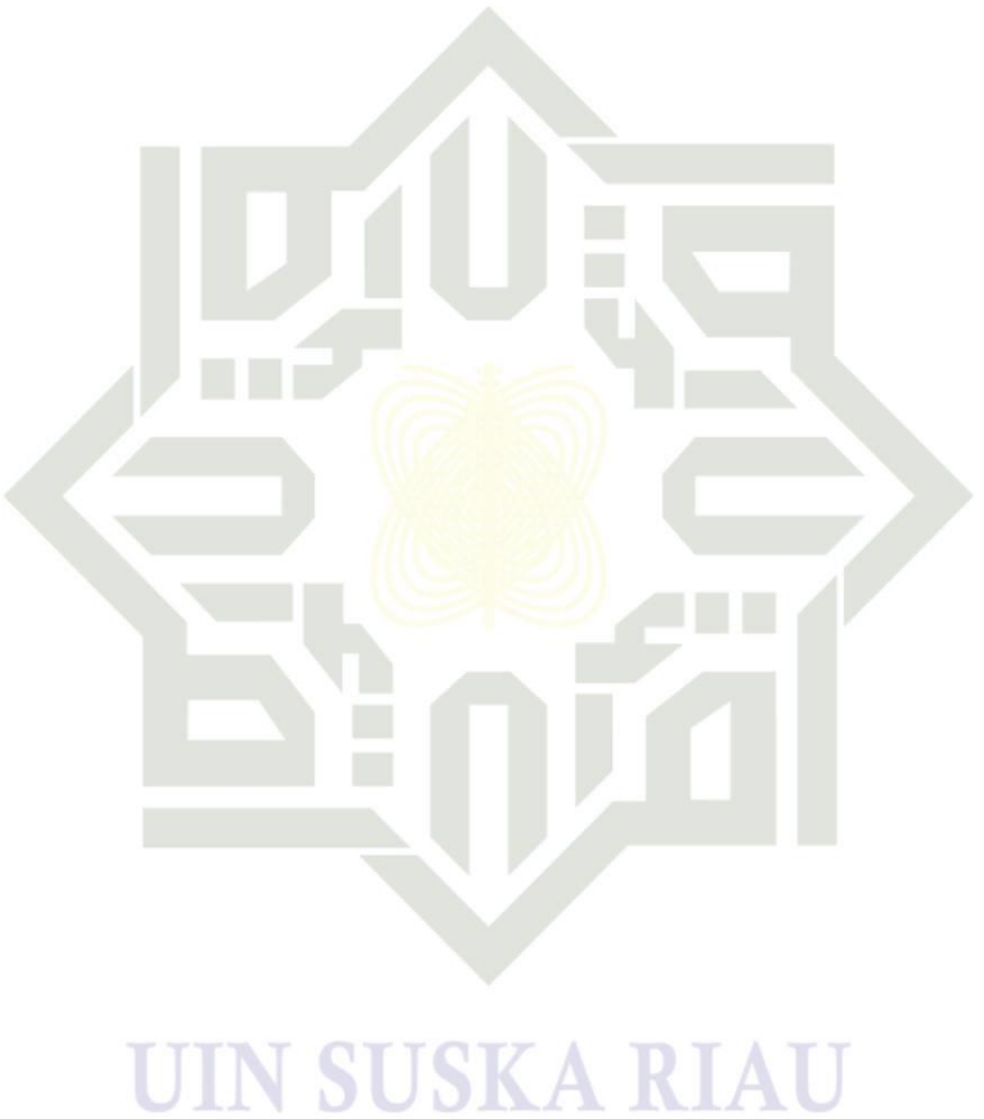
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## LAMPIRAN A

### HASIL WAWANCARA

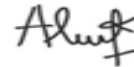
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#### A.1 Narasumber 1

Nama : Alisya Cinta Agri  
Usia : 22 Tahun  
Pekerjaan : Mahasiswa

1. Sudah berapa lama anda menggunakan CapCut?  
Jawab : 1 tahun atleast.
2. Berapa lama waktu yang anda butuhkan saat menggunakan CapCut?  
Jawab : 5 - 30 menit maybe i'm not sure.
3. Apa alasan anda menggunakan aplikasi CapCut untuk mengedit konten sosial anda?  
Jawab : karna banyak pilihan template estetik dan lucu, serta penggunaannya mudah dipahamii so love.
4. Apa masalah/kendala yang anda rasakan saat menggunakan aplikasi CapCut?  
Jawab : nothing, i feel comfort with this app.
5. Apa saran dan harapan anda untuk aplikasi CapCut?  
Jawab : lebih diperbanyak lagi template-template cantik dan lucunya soundnya jugakk.

Pekanbaru, 25 Maret 2024  
Mengetahui,




Alisya Cinta Agri

#### A.2 Narasumber 2

Nama : Rifky Saputra  
Usia : 23 Tahun  
Pekerjaan : Mahasiswa

1. Sudah berapa lama anda menggunakan CapCut?  
Jawab : 3 tahun.
2. Berapa lama waktu yang anda butuhkan saat menggunakan CapCut?  
Jawab : tergantung seberapa lama konten yang saya edit, kalau kontennya lama biasa mau hampir 1 jam, tapi rata-rata sayang menggunakan capcut hanya kisaran 30 menit - 60 menit saja.
3. Apa alasan anda menggunakan aplikasi CapCut untuk mengedit konten sosial anda?  
Jawab : karna lebih mudah, simple dan cepat dari pada aplikasi lain saat mengeditnya.
4. Apa masalah/kendala yang anda rasakan saat menggunakan aplikasi CapCut?  
Jawab : ponsel saya tidak terlalu mendukung untuk mengalokasikan pengeditan video yang berdurasi panjang, dan juga terkadang hasil tampilan dari video yang saya edit tidak sesuai dengan resolusi yang saya inginkan.
5. Apa saran dan harapan anda untuk aplikasi CapCut?  
harapan saya kalau bisa capcut adain fitur chat langsung bagi penggunaanya, karna kadang-kadang saya tidak tau kegunaan dari beberapa fitur yang ada di capcut.

Pekanbaru, 25 Maret 2024  
Mengetahui,



Rifky Saputra

Casim Riau

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### A.3 Narasumber 3

H

Nara Sumber 3

Nama : Hamdi Syukron  
Usia : 22 Tahun  
Pekerjaan : Mahasiswa

1. Sudah berapa lama anda menggunakan CapCut?  
Jawab : 2 Tahun.
2. Berapa lama waktu yang anda butuhkan saat menggunakan CapCut?  
Jawab : cuman butuh 1 menit.
3. Apa alasan anda menggunakan aplikasi CapCut untuk mengedit konten sosial anda?  
Jawab : Capcut memberikan template yg membuat kita efisien dalam edit video.
4. Apa masalah/kendala yang anda rasakan saat menggunakan aplikasi CapCut?  
Jawab : Kendala pada sulitnya membuat dalam jumlah video dengan durasi yg panjang.
5. Apa saran dan harapan anda untuk aplikasi CapCut?  
Jawab : Semoga kedepannya capcut meningkatkan kualitas aplikasi.

Pekanbaru, 25 Maret 2024  
Mengetahui,




Hamdi Syukron

### A.4 Narasumber 4

Nama : Putri Susanti  
Usia : 23 Tahun  
Pekerjaan : Mahasiswa

1. Sudah berapa lama anda menggunakan CapCut?  
Jawab : kira-kira 2 tahun
2. Berapa lama waktu yang anda butuhkan saat menggunakan CapCut?  
Jawab : kurang lebih setengah jam atau lebih
3. Apa alasan anda menggunakan aplikasi CapCut untuk mengedit konten sosial anda?  
Jawab : karna cara penggunaan nya yang mudah dan simpel
4. Apa masalah/kendala yang anda rasakan saat menggunakan aplikasi CapCut?  
Jawab : musik dan video terkadang tidak sinkron
5. Apa saran dan harapan anda untuk aplikasi CapCut?  
Jawab : sudah bagus dan lebih di tingkatkan lagi.

Pekanbaru, 25 Maret 2024  
Mengetahui,



Putri Susanti

f Kasim Riau

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## A.5 Narasumber 5

H

Nama : Ahmad Ridwansayah  
Usia : 23 Tahun  
Pekerjaan : Mahasiswa

1. Sudah berapa lama anda menggunakan CapCut?  
Jawab : 7 bulan kurang lebih.
2. Berapa lama waktu yang anda butuhkan saat menggunakan CapCut?  
Jawab : 20 menit kurang lebih.
3. Apa alasan anda menggunakan aplikasi CapCut untuk mengedit konten sosial anda?  
Jawab : aplikasi ini sayang simple di gunakan dari palikasi yang lain.
4. Apa masalah/kendala yang anda rasakan saat menggunakan aplikasi CapCut?  
Jawab : terkadang dalam mengespor vidio membutuh kan waktu yang cukup lama untuk mengekspor nya.
5. Apa saran dan harapan anda untuk aplikasi CapCut?  
Jawab : harapan saya untuk capcut kedepan nya capcut bisa memberikan taplate yang lebih hoboh lagi dan mendukung untuk di gunakan ke perangkat-perangkat lama karna hp saya suda jadul.

Pekanbaru, 25 Maret 2024  
Mengetahui,



Ahmad Ridwansayah

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## LAMPIRAN B

### JAWABAN KUESIONER

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#### B.1 Data Jawaban Responden

Responden	Item																											
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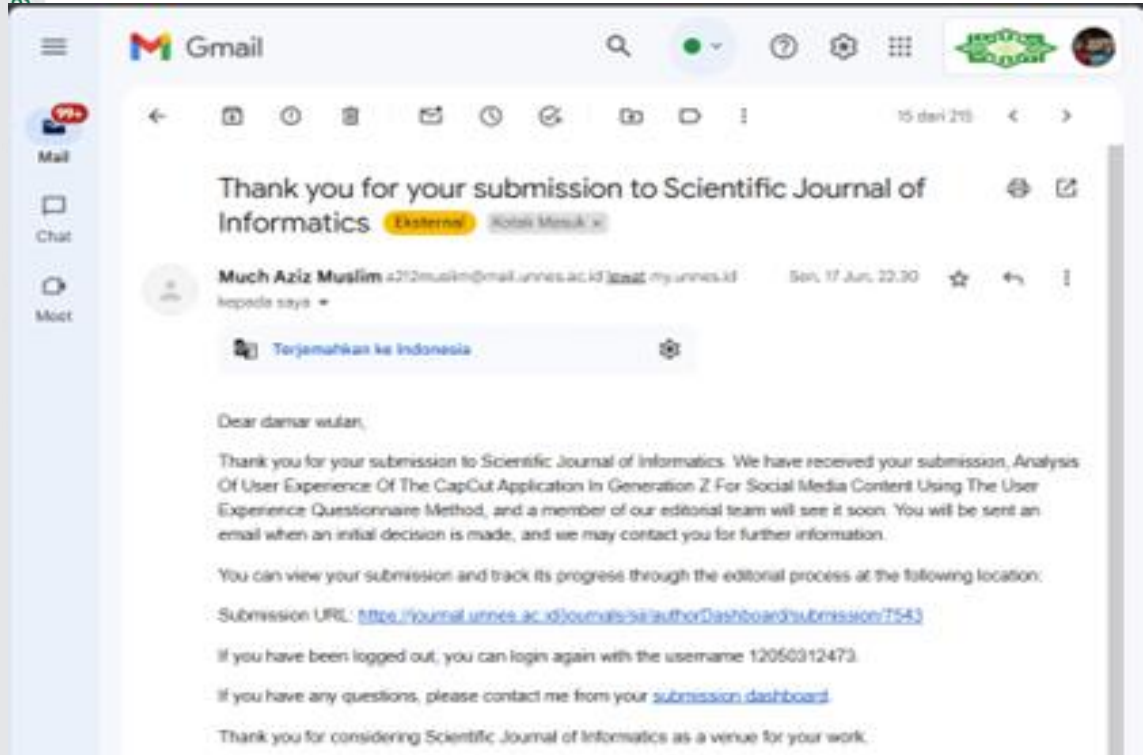
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## LAMPIRAN C

### PROSES SUBMID HINGGA ACCEPTED

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#### C.1 Proses Pengajuan Submid



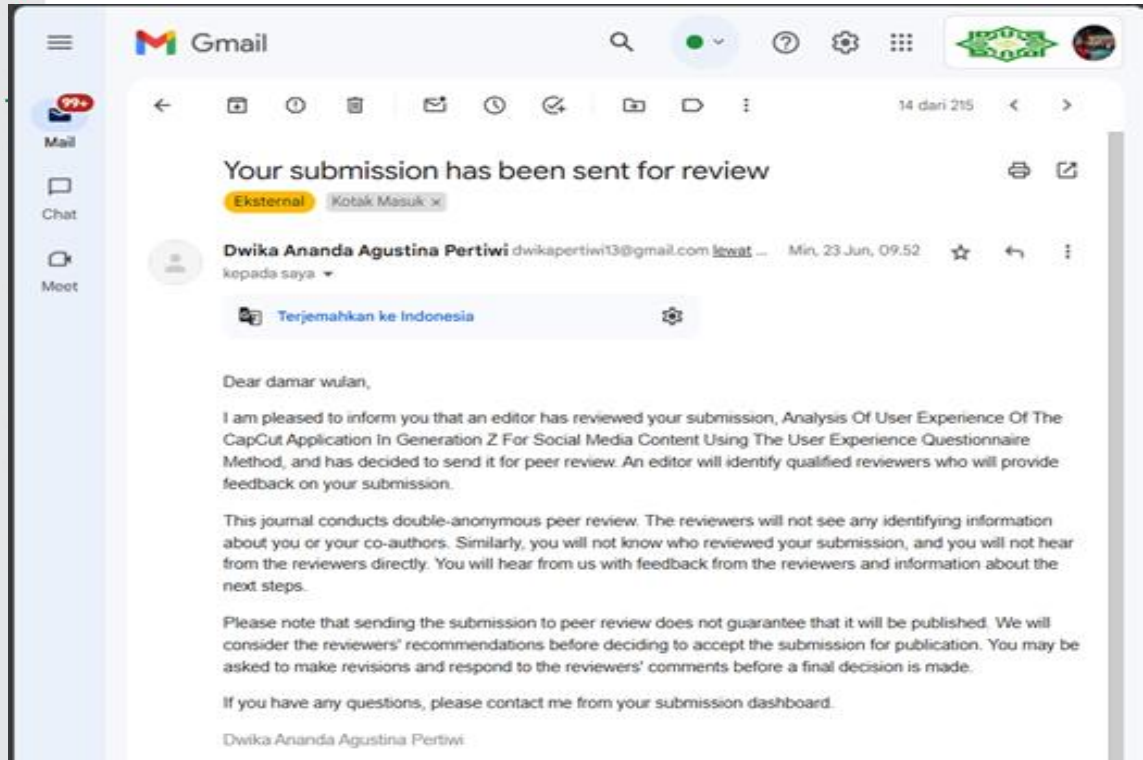
State Islamic University of Sultan Syarif Kasim Riau

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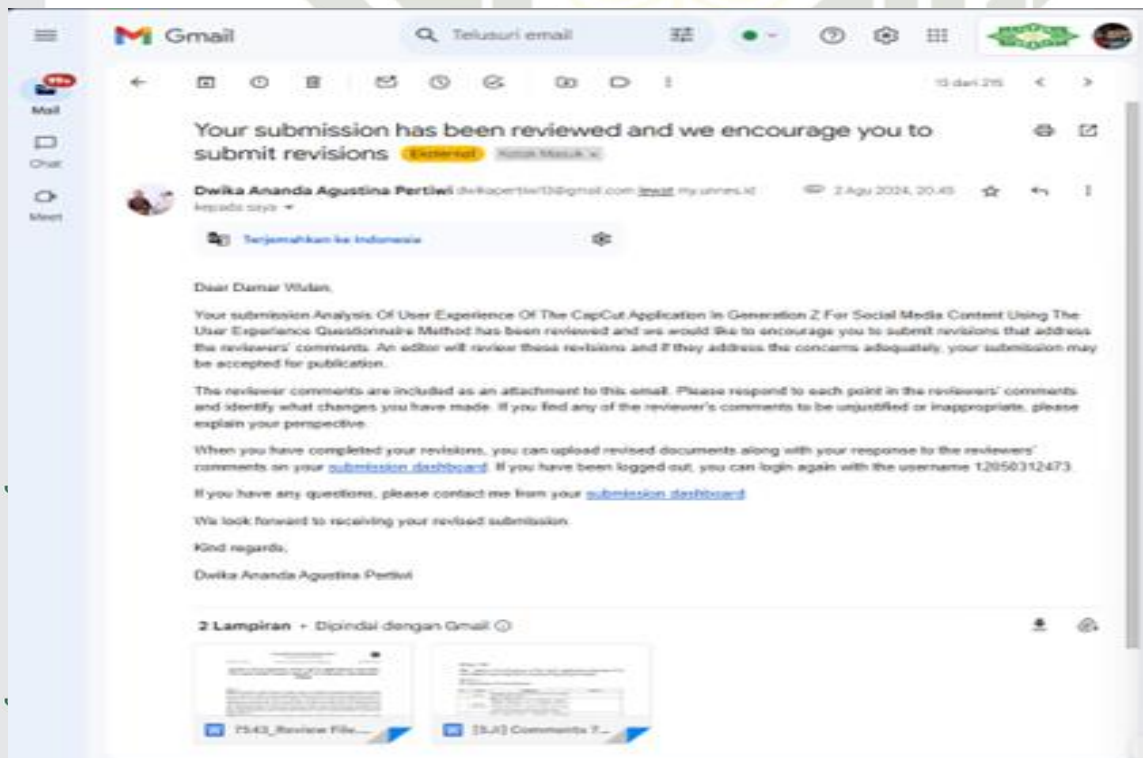
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## C.2 Proses Penelitian Telah Dikirim Untuk di Tinjau



## C.3 Proses Review Dari Reviewer



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## C4 Reviewer 1,2,3

ED Paper: 7543  
Title: "Analysis of User Experience of The CapCut Application in Generation Z For Social Media Content Using The User Experience Questionnaire Method"

Reviewer 1  
Recommendation: Revisions Required

No.	Section	Comments	Action
1.	Abstract	In general, the abstract must contain the essence of the research. It should include the research objectives, methods, results, and conclusions. The abstract should be concise and to the point, and should be written in a clear and readable style.	
2.	Abstract (Paraphrase)	The abstract should be written in a clear and readable style, and should be written in a way that is easy to understand. The abstract should be written in a way that is easy to understand, and should be written in a way that is easy to understand.	
3.	Methods	The research method should be clearly stated, and should be written in a way that is easy to understand. The research method should be clearly stated, and should be written in a way that is easy to understand.	
4.	Results	The research results should be clearly stated, and should be written in a way that is easy to understand. The research results should be clearly stated, and should be written in a way that is easy to understand.	
5.	Conclusion	The research conclusion should be clearly stated, and should be written in a way that is easy to understand. The research conclusion should be clearly stated, and should be written in a way that is easy to understand.	
6.	References	The research references should be clearly stated, and should be written in a way that is easy to understand. The research references should be clearly stated, and should be written in a way that is easy to understand.	

Reviewer 2  
Recommendation: Revisions Required

No.	Section	Comments	Action
1.	Introduction (Paraphrase)	The introduction should be written in a clear and readable style, and should be written in a way that is easy to understand. The introduction should be written in a clear and readable style, and should be written in a way that is easy to understand.	
2.	Methods	The research method should be clearly stated, and should be written in a way that is easy to understand. The research method should be clearly stated, and should be written in a way that is easy to understand.	

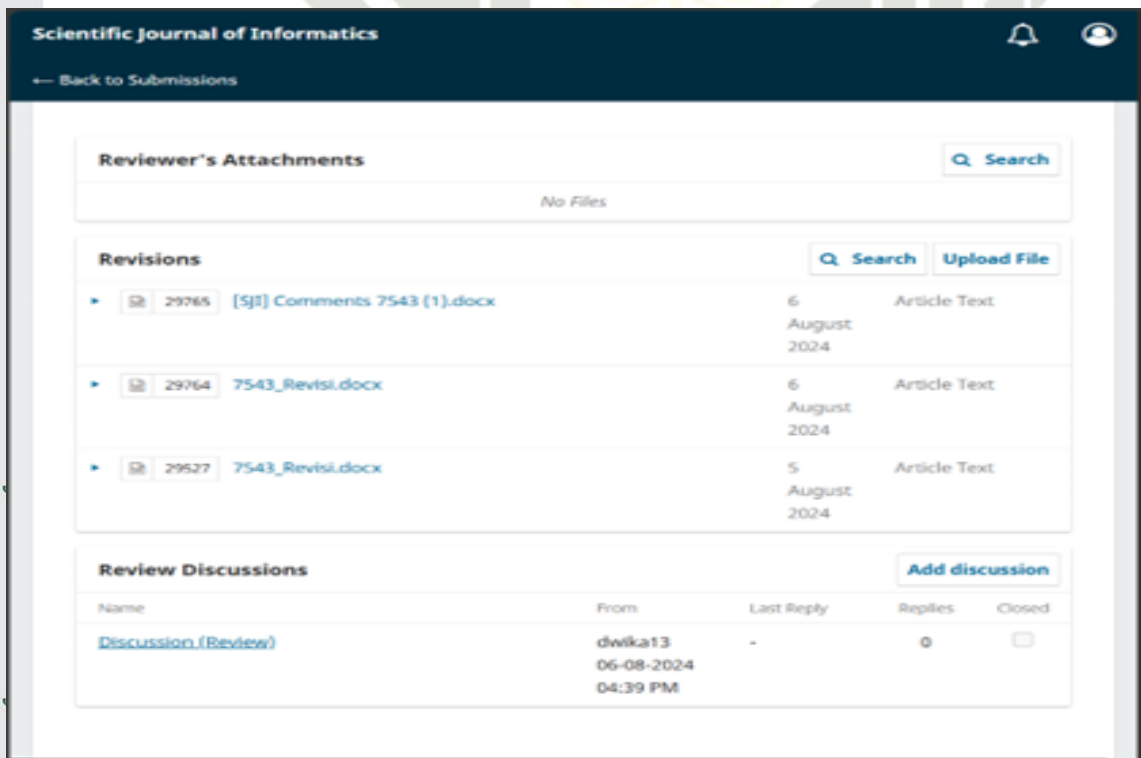
3.	Conclusion	Recommendation to add the limitation and the conclusion of the research.	
4.	References	Recommendation to add the references and the conclusion of the research.	

Reviewer 2  
Recommendation: Revisions Required

No.	Section	Comments	Action
1.	Methods	In general, the research method should be clearly stated, and should be written in a way that is easy to understand. The research method should be clearly stated, and should be written in a way that is easy to understand.	
2.	Methods (Paraphrase)	The research method should be clearly stated, and should be written in a way that is easy to understand. The research method should be clearly stated, and should be written in a way that is easy to understand.	
3.	Methods (Paraphrase)	The research method should be clearly stated, and should be written in a way that is easy to understand. The research method should be clearly stated, and should be written in a way that is easy to understand.	
4.	Result and Discussion	The research results should be clearly stated, and should be written in a way that is easy to understand. The research results should be clearly stated, and should be written in a way that is easy to understand.	

3.	Conclusion	Recommendation to add the limitation and the conclusion of the research.	
4.	References	Recommendation to add the references and the conclusion of the research.	

## C.5 Upload Revisi



Scientific Journal of Informatics

← Back to Submissions

Reviewer's Attachments

No Files

Revisions

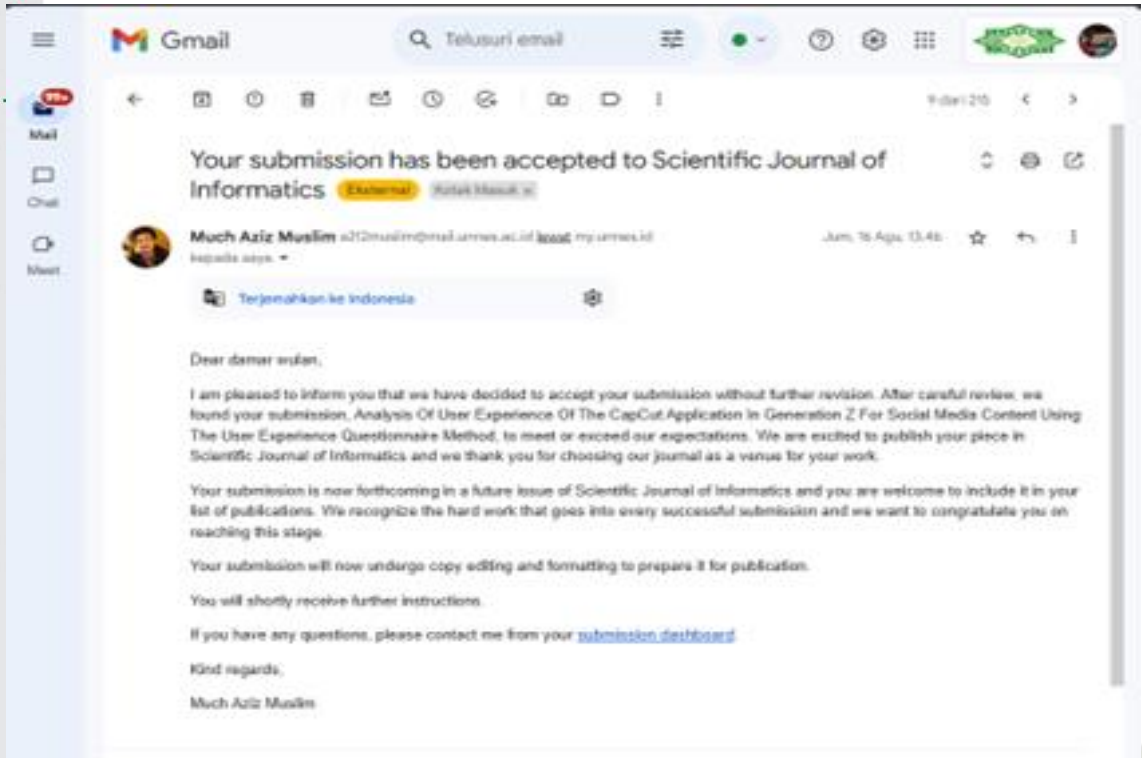
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29764	7543_Revisi.docx	6 August 2024	Article Text
29527	7543_Revisi.docx	5 August 2024	Article Text

Review Discussions

Name	From	Last Reply	Replies	Closed
<a href="#">Discussion (Review)</a>	dwika13	06-08-2024 04:39 PM	0	<input type="checkbox"/>

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## C.6 Proses Accepted



## C.7 Letter of Acceptance



### Letter of Acceptance

Dear Authors: Damar Wulan, Syaifullah, Eki Saputra, Medyantiwi Rahmawita, Arif Marsal

We are pleased to inform you that our Editorial Board has **ACCEPTED** your manuscript entitled: *"Analysis of User Experience of the CapCut Application in Generation Z for Social Media Content Using the User Experience Questionnaire Method"*, for publication in **Vol. 11 No. 3: August 2024 Edition**.

For more information, please do not hesitate to contact us.

Thank you for your consideration.

Editor in Chief of SJI,



Assoc Prof Much Aziz Muslim  
Date: 31 / 08 / 2024

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## DAFTAR RIWAYAT HIDUP



Damar Wulan lahir di Provinsi Riau, Kabupaten Siak, Desa Perawang Barat pada 26 Desember 2001. Anak pertama dari 5 bersaudara. Peneliti menyelesaikan pendidikan Sekolah Dasar di SDN 06 Perawang Barat, Kecamatan Tualang, Kabupaten Siak, Provinsi Riau pada tahun 2014. Menyelesaikan pendidikan Sekolah Menengah Pertama di SMPS Plus Muhammadiyah Perawang Barat, Kecamatan Tualang, Kabupaten Siak, Provinsi Riau pada tahun 2017. Kemudian melanjutkan pendidikan Sekolah Menengah Kejuruan di SMKN 2 Bukittinggi, Kota Bukittinggi, Provinsi Sumatera Barat. Pada tahun 2019 melaksanakan Praktek Kerja Lapangan (PKL) di Swiss-Belhotel Harbour Bay Batam, dan menyelesaikan pendidikan pada tahun 2020. Pada tahun yang sama, melanjutkan pendidikan pada perguruan Tinggi Negeri (PTN) di Pekanbaru tepatnya di Universitas Islam Negeri Sultan Syarif Kasim Riau (UIN Suska Riau), Program Studi Sistem Informasi, Fakultas Sains dan Teknologi. Peneliti masuk UIN Suska Riau melalui jalur Seleksi Bersama Masuk Perguruan Tinggi Negeri (SBMPTN). Pada masa perkuliahan peneliti bergabung ke dalam organisasi Mahasiswa Pecinta Alam Sultan Syarif Kasim Riau dan organisasi Dewan Eksekutif Mahasiswa Fakultas Sains dan Teknologi. Pada tahun 2022 peneliti melaksanakan Kerja Praktek (KP) di Sekolah Menengah Kejuruan di SMK Hasanah Kota Pekanbaru. Pada tahun 2023 peneliti menyelesaikan Kuliah Kerja Nyata (KKN) di Desa Tabing, Kecamatan Koto Kampar Hulu, Kabupaten Kampar, Provinsi Riau dan di percaya menjadi Kordinator Desa. Gelar Sarjana Komputer (S.Kom) diperoleh pada tahun 2024 setelah berhasil menyelesaikan penelitian Tugas Akhir (TA) dengan judul “*Analysis of User Experience of the CapCut Application in Generation Z for Social Media Content Using the User Experience Questionnaire Method*”.

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