

ABSTRAK

Michael Christian Chandra:

Skripsi

Game interactive wall menggunakan hand gesture recognition untuk meningkatkan pengalaman pengguna

Game itu sendiri memiliki banyak input, seperti mouse, keyboard, controller, dan masih banyak lagi. Meskipun pengontrol tradisional seperti keyboard dan mouse masih relevan dalam industri game, terdapat kebutuhan untuk mencari solusi yang meningkatkan intuitivitas dan kenyamanan pengalaman pengguna.

Dalam menghadapi dinamika ini, alternatif yang menjanjikan muncul melalui penggunaan gerak gestur dan interaktif wall. Penelitian ini bertujuan untuk mengeksplorasi solusi baru dengan mengintegrasikan interaksi antara tampilan dinding interaktif dan penggunaan gerakan tangan dalam game untuk menambah intuitivitas dan kenyamanan pemain.

Dengan melakukan pengujian yang akurasi, delay, dan menguji user experience, penelitian ini akan mengevaluasi responsivitas dan efektivitas penggunaan gerakan tangan dalam mengontrol permainan di interactive wall display. Harapannya, hasil penelitian ini dapat memberikan wawasan baru yang signifikan dalam pengembangan pengalaman bermain game yang lebih baik dan lebih menarik bagi para pengguna.

Kata Kunci: hand gesture, game, interactive wall display

ABSTRACT

Michael Christian Chandra:

Undergraduate Thesis

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The game itself has many inputs, such as mouse, keyboard, controller, and more. While traditional controllers like keyboard and mouse remain relevant in the gaming industry, there is a need to find solutions that enhance the intuitiveness and comfort of the user experience.

In facing this dynamic, promising alternatives have emerged through the use of gesture motion and interactive walls. This research aims to explore new solutions by integrating the interaction between interactive wall displays and the use of hand gestures in games to add intuitiveness and comfort for players.

By conducting tests on accuracy, delay, and user experience, this research will evaluate the responsiveness and effectiveness of using hand gestures to control the game on an interactive wall display. It is hoped that the results of this study will provide significant new insights into developing a better and more engaging gaming experience for users.

Key Word: hand gesture, game, interactive wall display

DAFTAR ISI

GAME INTERACTIVE WALL MENGGUNAKAN HAND GESTURE RECOGNITION UNTUK MENINGKATKAN PENGALAMAN PENGGUNA.....	I
.....	II
LEMBAR PERNYATAAN PERSETUJUAN PUBLIKASI KARYA ILMIAH UNTUK KEPENTINGAN AKADEMIK	iii
KATA PENGANTAR.....	iv
ABSTRAK.....	v
ABSTRACT.....	vi
DAFTAR ISI.....	vii
DAFTAR TABEL	x
DAFTAR GAMBAR.....	xi
1.PENDAHULUAN	1
1.1.Latar belakang.....	1
1.2.Rumusan masalah	4
1.3 .Tujuan	4
1.4. Ruang lingkup.....	4
1.5.Metodologi penelitian	5
1.6.Manfaat penelitian	6
1.7.Sistematika Penulisan	6
2.TINJAUAN	8
2.1.Tinjauan Pustaka	8
2.1.1 Racing Game	8
2.1.2 Evolution Point.....	8
2.1.3 Kinect	8
2.1.4 User Experience Questionnaire	9
2.1.4.1 Dasar Teori	9
2.1.4.2 Development and Validation of the UEQ.....	10
2.1.5 Interactive Wall.....	11
2.1.6 Hand Gesture Recognition	11
2.2 Tinjauan Studi	12
2.2.1 Case Study of User Experience on Hand-Gesture Video Games (C. Peng et al 2018)	12

2.2.2 Augmented Interactive Wall as a Technology-based Art Learning Media (Nugrahani, Rahina et al 2019)	12
2.2.3 Preliminary Findings Regarding the Effect of an Interactive Wall to Promote Hand Hygiene Among Healthcare Workers (Pereira, B., Ayanoglu, H., Duarte, E. 2020)	13
2.2.4 The Augmented Climbing Wall: High-Exertion Proximity Interaction on a Wall-Sized Interactive Surface (Raine Kajastila, Leo Holsti, and Perttu Hämäläinen. 2016)	14
3. ANALISIS DAN DESAIN.....	15
3.1 Analisis Kebutuhan.....	15
3.2 Desain Sistem	16
3.2.1. Game Overview.....	16
3.2.2. Game Flow	17
3.2.3. Game Rule And Mechanics	20
3.2.4. Game Map Sketch	26
3.3 Desain Interface	27
3.3.1. Desain Main Menu	27
3.3.2. Desain Scoreboard	28
3.3.5. Desain Player HUD	29
IV. IMPLEMENTASI	30
4.1 Integrasi Kinect dengan Unreal Engine 5/Player Control and Movement.....	30
4.1.1. Player Calibration	30
4.1.2. Player Gesture Check	40
4.1.2.1. Store Player Movement	41
4.1.2.2. Checking for gesture from stored movement	43
4.1.2.3. Execute the player movement function when the gesture detected.....	47
4.1.2. Player Movement Function.....	48
4.2 Gameplay Mechanics.....	51
4.2.1. Collectible.....	51
4.2.1.1. Coin	51
4.2.1.2. Evolution	53
4.2.2. Obstacle	63
4.2.2.1. Damage Processing	63
4.2.2.2. Electric Zone.....	64

4.2.2.3. Mine	66
4.2.3. Game Timer.....	67
4.2.4. Score Calculation.....	68
V. PENGUJIAN SISTEM.....	70
5.1 Percobaan pengembangan dan explorasi.....	70
5.2 Pengujian Gesture.....	72
5.2.1. Delay	72
5.2.2. Akurasi.....	74
5.3 Pengujian Game	75
5.3.1. User Form.....	75
5.3.1.1. Section One	76
5.3.1.2. Section Two.....	76
5.3.1.3. Section Three	77
5.3.2. Game Experience	78
5.3.3. Game System Analysis	83
5.3.3.1. Pengujian Player Movement.....	83
5.3.3.2. Pengujian Multiplayer	84
5.3.3.3. Pengujian Evolution	85
5.3.3.4. Pengujian Obstacle	86
5.3.3.5. Pengujian Scoring.....	87
5.4 Analisis	88
5.4.1. Game Control.....	88
5.4.2. Gesture Type	88
5.4.3. Calibration.....	89
5.4.4. Position Of Kinect.....	89
VI. KESIMPULAN DAN SARAN.....	90
6.1 Kesimpulan.....	90
6.2 Saran	90
DAFTAR REFERENSI	91

DAFTAR TABEL

Tabel 4.1 Daftar prosedur pada program	30
Tabel 5.1 Hasil pengujian akurasi.....	74
Tabel 5.2 Rata rata hasil pengujian akurasi	75
Tabel 5.3 Tinggi badan tester.....	75
Tabel 5.4 Rata Rata, variance, standar deviasi dan kategori dari jawaban responden	80
Tabel 5.5 Hasil pengujian berdasarkan kategori soal	82

DAFTAR GAMBAR

Gambar 3.1 Flow Game	18
Gambar 3.2 Flow Game Part 2	19
Gambar 3.3 Swipe Left.....	21
Gambar 3.4 Swipe Right.....	21
Gambar 3.5 Swipe Up	21
Gambar 3.6 Swipe Down.....	22
Gambar 3.7 Flow Chart checking for player gesture	23
Gambar 3.8 Flow Chart calibration	24
Gambar 3.9 Game Map Sketch	26
Gambar 3.10 Desain Main Menu	27
Gambar 3.11 Desain Score Board	28
Gambar 3.12 Desain Player HUD	29
Gambar 4.1 Kinect Calibration Check	31
Gambar 4.2 Check is player still exist.....	32
Gambar 4.3 Call Calibration UI.....	32
Gambar 4.4 Call Calibration for each player	33
Gambar 4.5 Player 1 Calibration Progress	35
Gambar 4.6 Player 2 Calibration Progress	36
Gambar 4.7 Calibration Final Check.....	38
Gambar 4.9 Checking gesture for left hand array.....	43
Gambar 4.10 Checking gesture for right hand array	45
Gambar 4.11 Gesture Detected, Call Player Movement	47
Gambar 4.12 Player Movement.....	49
Gambar 4.13 Player Movement 2	50
Gambar 4.14 Coin Pick Up	51
Gambar 4.15 Add Coin Function	52
Gambar 4.16 Evolution Pick Up	54
Gambar 4.17 Add Coin Function	55
Gambar 4.18 Create Card UI	57
Gambar 4.19 Set Max Timer Evolution	58

Gambar 4.20 Check Gesture in Evolution UI.....	58
Gambar 4.21 Check Gesture in Evolution UI 2.....	59
Gambar 4.22 Each gesture change the highlighted card	60
Gambar 4.23 Evolution Choose Timer Function	61
Gambar 4.24 Simple Function to return player controller	62
Gambar 4.25 Select evolution funtion	62
Gambar 4.26 Evolve fish	63
Gambar 4.27 Take Damage From Obstacle	64
Gambar 4.28 Electric Zone.....	65
Gambar 4.29 Electric Zone DOT	66
Gambar 4.30 Mine	66
Gambar 4.31 Game Timer.....	67
Gambar 4.32 Player WIn/Lose Function	68
Gambar 5.1 Pengujian Awal Delay.....	72
Gambar 5.2 Hasil Pengujian Delay Dengan Body Tracking Kinect	73
Gambar 5.3 Hasil Pengujian Delay Dengan Game	74
Gambar 5.4 Distribusi jawaban responden	79
Gambar 5.5 Rata rata dari jawaban responden.....	80
Gambar 5.6 Grafik dari hasil pengujian berdasarkan kategori	83
Gambar 5.7 Chart dari hasil pengujian yang dibandingkan dengan data dari UEQ database.....	83
Gambar 5.8 Demo Player Movement	84
Gambar 5.9 Demo Multiplayer	85
Gambar 5.10 Demo Evolution.....	86
Gambar 5.7 Demo Obstacle.....	87