

ABSTRAK

Perkembangan industri Game global mendorong pengembang untuk terus berinovasi menciptakan pengalaman bermain yang imersif dan nyaman. Salah satu aspek teknis yang berpengaruh besar adalah teknik kamera, khususnya *First Person Camera (FPC)* dan *Third Person Camera (TPC)* yang umum digunakan dalam *Game adventure* tiga dimensi. FPC menampilkan sudut pandang langsung dari perspektif mata karakter sehingga menciptakan imersi tinggi, sedangkan TPC menempatkan kamera di belakang karakter sehingga memberikan visibilitas lingkungan yang lebih luas dan kemudahan navigasi. Penelitian yang secara spesifik membandingkan keduanya dari aspek kepuasan dan kemudahan navigasi pada *Game adventure* berbasis *Unity* masih sangat terbatas. Penelitian ini bertujuan membandingkan tingkat kepuasan dan kemudahan navigasi pemain antara FPC dan TPC pada *Game adventure* berbasis *Unity Engine*, menggunakan pendekatan kuantitatif dengan desain *quasi-experimental*. Pengujian dilakukan terhadap 60 responden menggunakan metode *Usability Testing* dengan instrumen *USE Questionnaire* yang diadaptasi menjadi 8 item untuk mengukur usability yang mencakup empat dimensi, yaitu *Usefulness*, *Ease of Use*, *Ease of Learning*, dan *Satisfaction*, sedangkan kemudahan navigasi diukur melalui satu pertanyaan komparatif terpisah. Data dianalisis menggunakan statistik deskriptif dan uji *Wilcoxon*. Hasil penelitian menunjukkan nilai rata-rata (*mean*) FPC sebesar 3,86 dan TPC sebesar 3,97, dengan keduanya berada pada kategori “Baik”. Namun, uji *Wilcoxon* menunjukkan nilai *p* sebesar 0,211 ($p > 0,05$), yang berarti tidak terdapat perbedaan yang signifikan secara statistik antara FPC dan TPC. Dengan demikian, kedua teknik kamera menunjukkan tingkat usability yang relatif setara berdasarkan hasil pengujian.

Kata kunci: *First Person Camera*, *Third Person Camera*, *Game adventure*, *Unity Engine*, *Usability Testing*, *USE Questionnaire*, Kepuasan Pemain, Kemudahan Navigasi

ABSTRACT

The rapid growth of the global Game industry drives developers to continuously innovate in creating immersive and comfortable gameplay experiences. One technical aspect that significantly influences gameplay is camera technique, particularly First Person Camera (FPC) and Third Person Camera (TPC), commonly used in three-dimensional adventure Games. FPC displays a direct viewpoint from the character's eyes, creating high immersion, while TPC positions the camera behind the character, providing broader environmental visibility and easier navigation. Research specifically comparing both techniques in terms of Satisfaction and ease of navigation within Unity-based adventure Games remains very limited. This study aims to compare Satisfaction and ease of navigation between FPC and TPC in a Unity Engine-based adventure Game, using a quantitative approach with a quasi-experimental design. Testing was conducted on 60 respondents using the Usability Testing method with the USE Questionnaire, adapted into 8 items to measure usability covering four dimensions: Usefulness, Ease of Use, Ease of Learning, and Satisfaction, while navigation ease was measured using a separate comparative question. Data were analyzed using descriptive statistics and the Wilcoxon test. Results showed the mean score of FPC was 3.86 and TPC was 3.97, with both falling into the "Good" category. However, the Wilcoxon test showed a p-value of 0.211 ($p > 0.05$), indicating no statistically significant difference between the two techniques. Thus, FPC and TPC were perceived as relatively equal by respondents in terms of usability. This research is expected to contribute scientifically and serve as a recommendation for Game developers in selecting the most suitable camera technique for adventure Games built on Unity Engine.

Keywords: First Person Camera, Third Person Camera, Adventure Game, Unity Engine, Usability Testing, USE Questionnaire, Player Satisfaction, Navigation Ease