



Analysis of Workplace Violence at Accredited Hospitals in Riau Province  
(Dilgu Meri, Fitra Mayenti)

Relationship between Age and Improvement of Nutritional Status of Stunting Children  
(Ria Setia Sari, Febi Ratnasari, Yuni Susilowati)

Acceptance of Mini-CEX Use with Technology Acceptance Model (TAM) Theoretical Approach  
(Hikmat Pramajati, Nunung Siti Sukaesih, Emi Lindayani, Halimatusyadiah)

Factors Affecting Knowledge of Mothers Toward Complete Basic Immunization in Jakarta  
(Bunga Romadhona Haque, Ulfah Septa Arsed)

The Risk Factors for Exposure to Covid-19 in Diabetes Patients in the Johar Baru Health Centre Work Area  
(Dewi Prabawati, Yovita Dwi Setiyowati)

Comparison of Oral Hygiene Using Chlorhexidine Solution and Hexadol Solution Towards Prevention of Ventilator Associated Pneumonia in Patients with Mechanical Ventilators  
(Indriana Natalia, Achmad Fauzi)

The Influence of Emotional and Spiritual Intelligence on Nurses' Caring Behavior at the Universitas Sumatera Utara Hospital  
(Nurul Hafilah, Jenny M. Purba, Nurmaini)

Nurse's Experience in Caring End-of-Life Patients in Intensive Care Unit RSPI Prof. Dr Sulianti Saraso Jakarta Year 2021  
(Puguh E. Mintarto, Achmad Fauzi)

Glycemic Control in Patients with Type 2 Diabetes Mellitus: Descriptive Survey in Makassar City Hospitals  
(Yusran Haskas, Suarnianti, Indah Restika)

Use Experience V-QITA : Nursing Education for Nursing Students  
(Suci Noor Hayati, Eva Supriatin, Tri Antika Rizki Kusuma Putri, Masdum Ibrahim, Diwa Agus Sudrajat, Sainah, Roselina Tambunan)

Educational Media Related to Nutrition and Fluids for Patients with Chronic Kidney Failure: Literature Review  
(Herlina Tiwa, Erna Rochmawati)

Barriers and Challenges of End-of-Life Care Implementation in the Intensive Care Unit: Literature Review  
(Rizky Meilando, Cecep Eli Kosasih, Etika Emaliyawati)

Guided Imagery to Improve Mental Health in Cancer Patients with Chemotherapy: Literature Review  
(Nirmala Amir, Ariyanti Saleh, Syahrul Said)

Factors Affecting the Value of Ankle Brachial Index in Patients with Diabetes Mellitus Type 2: Literature Review  
(Sri Bintari Rahayu, Takdir Tahir, Kadek Ayu Erika)

JURNAL KEPERAWATAN KOMPRESIF	VOL. 8	NO. 1	Page 1-125	Bandung January 2022	ISSN 2354-8428  e-ISSN 2598-8727
---------------------------------	--------	-------	------------	----------------------------	--

## Original Article

# User Experience V-QITA : Nursing Education for Nursing Students

Suci Noor Hayati<sup>1</sup> | Eva Supriatin<sup>2</sup> | Tri Antika Rizki Kusuma Putri<sup>3\*</sup>  
Masdum Ibrahim<sup>4</sup> | Diwa Agus Sudrajat<sup>5</sup> | Sainah<sup>6</sup> | Roselina Tambunan<sup>7</sup>

<sup>1,2,3,4,5</sup>Department of  
Nursing, STIKep PPNI Jawa  
Barat, Bandung - Indonesia

<sup>6</sup>DIII Department of  
Midwifery, Universitas  
Patria Artha, Makasar,  
Indonesia

<sup>7</sup>S1 Department of Nursing,  
STIKI Immanuel, Bandung,  
Jawa Barat - Indonesia

### \*contact

tri.antika@gmail.com

Received : 19/11/2021  
Revised : 16/01/2022  
Accepted : 16/01/2022  
Online : 28/01/2022  
Published : 31/08/2021

### Abstract

**Aims :** The development of science and technology encourages the learning process to be more applicable and interesting as an effort to improve the quality of education. The use of edugame as an evaluation of learning by students is the right solution. The purpose of the study was to identify student experiences in using V-Qita Edugame in patient safety learning.

**Designs:** This research is a quantitative research using descriptive method through a cross-sectional approach.

**Methods:** The population in this study were 60 students of STIKep PPNI West Java. The sampling technique used is purposive sampling with random sampling. Collecting data using a user experience questionnaire (UEQ). The questionnaire was adapted from the research of Laugwitz et al. This questionnaire contains 26 items that represent the 6 factors that will be analyzed to evaluate the user experience, namely attractiveness, efficiency, perspicuity, dependability, stimulation, and novelty.

**Results :** The five user experience subvariables show an average value close to the maximum value so that it is stated that the user's response is positive to the use of edugame as a form of evaluation in patient safety learning. Stimulation is an experiential subvariable that emphasizes that users find edugames fun and motivating.

**Conclusions:** The students' experience in using V-Qita Edugame is at an average value of 4.62, meaning that the student response in using Edugame as a positive learning evaluation. Stimulus got the highest value compared to other subvariables. Experiences that emphasize users find SAP enjoyable and motivate users to use it.

### Keywords

**Education, user experience, nursing, patient safety**

## INTRODUCTION

The increasing number of COVID-19 sufferers and their very fast spread have forced nursing students to do online learning. Online learning demands the existence of learning media by utilizing technology that is easily accessible and can generate new interests and desires, generate motivation and stimulation of learning activities, and even bring psychological effects on students. The development of science and

technology encourages the learning process to be more applicable and interesting as an effort to improve the quality of education.

The learning media created can utilize smartphone technology. So far, we know that smartphones are not only focused as a means of communication, or entertainment, but have been used as learning media. One of the smartphone-based media that can be used by teachers in learning and has not been widely developed is a mobile game-based learning (mGBL) application. mGBL is an application in the form of a game that contains subject matter and is built according to the level of education and is also adapted to the applicable curriculum and is run on smartphone devices (1). Learning using mobile Game Based Learning makes student learning interesting and fun. The learning process will be effective if students are in a happy and happy condition.

Based on research conducted by Riyanti (2), it was found that smartphone educational games have a significant influence on student learning outcomes and motivation (3). Edugame is expected to be a fun simulation learning media so that it can improve the understanding and even the ability of nursing students. Edugames can also complement simulation learning which is usually done in the laboratory (2).

User Experience (UX) has become very important in software development in the last few decades and is significantly differentiating success. Many aspects of user experience can be considered when designing interactive products, including usability, functionality, content, aesthetics, and emotional appeal. The definition of UX is an aspect that focuses on understanding user needs. A good UX will promote a good quality of interaction between the user and the system (4,5). UX measurement will provide a deeper understanding of user perceptions of specific aspects of the system (5). According to Vermeeran (6) By measuring user experience, researchers will be able to formulate system development and improvement needs. The main focus is on determining the best design, ensuring development is on the right track, and meeting the needs of the target user. The suggested methodology for user experience analysis is a mixture of quantitative, qualitative methods, using interviews, questionnaires, behavioral analysis, and expert evaluation.

## METHODS

This research is a quantitative research using descriptive method through a cross-sectional approach. The population in this study were 60 students of STIKep PPNI West Java. The sampling technique used is purposive sampling with random sampling. Inclusion criteria are students who have received patient safety lessons. At this stage, a product trial was conducted to get a response from students who were taking the Patient Safety course with a total of 60 students. The trial was conducted by looking at the user experience after using edugame in patient safety learning. The questionnaire used at this stage uses a user experience (UEQ) questionnaire. Questionnaire adapted from research Laugwitz et al. This questionnaire contains 26 items that represent the 6 factors that will be analyzed to evaluate the user experience, namely attractiveness, efficiency, perspicuity, dependability, stimulation, and novelty. The measurement results from the instrument show that the higher the score, the more positive the user's response to the use of V-QITA edugame.

## RESULTS

No	Sub variable	Average (mean)	Min - Max	Information
1	Attractiveness	4.82	2-7	Positive
2	Efficiency ( <i>Efficiency</i> )	3.85	1 -6	Positive
3	Accuracy ( <i>Dependability</i> )	4.87	2-7	Positive
4	Stimulation ( <i>Stimulation</i> )	4.97	3-7	Positive
5	Novelty ( <i>novel</i> )	4.70	3-6	Positive
	Average	4.62		

The five user experience subvariables show an average value close to the maximum value so that it is stated that the user's response is positive to the use of edugame as a form of evaluation in patient safety learning. Stimulation is an experiential subvariable that emphasizes that users find edugames fun and motivating.

## DISCUSSION

*User Experience (UX)* is the perception and response of users as a reaction to the use of a product, system or service. User Experience is how users feel pleasure and satisfaction from using a product, seeing or holding the product. Students' interest in using edugame as an evaluation is expected to increase students' understanding of patient safety. Learning experience in patient safety learning, to build awareness of the value of patient safety is a way to avoid unexpected incidents, especially students who will practice in the laboratory or practice in hospitals to be able to increase the level of quality service.

*Attractiveness* is an experience that emphasizes the user's overall impression of the SAP product, i.e. whether the user likes or dislikes V-Qita edugame. Based on the results of this study, users like V-Qita Edugame indicated by the results of a positive response to the product. When users like edugames, the desire to continue to use edugames as a learning evaluation continues.

*Efficiency* is an experience measurement variable that emphasizes the product helps to get the job done efficiently. Based on the results of the research above, it is known that users feel that edugame is a solution as an efficient evaluation method solution. However, users still give a neutral response regarding fast/slow processing of input and output or in responding, as well as for practical and impractical items. Recommendations that can be given to increase this variable are: Developers should improve the design aspects of the edugame so that users feel they can use the edugame more practically.



*Dependability* is an experience measurement variable that emphasizes the user feels in control of the interaction with the edugame. Based on the results of the research above, it is known that users feel that the results of the work are predictable, and are supportive in completing the work and are safe, but for items that meet expectations/not the user gives a neutral evaluation.

*Stimulation* is an experience measurement variable that emphasizes on users feeling SAP is enjoyable and motivating users to use it. Hasil penilaian responden menunjukkan nilai stimulation yang lebih tinggi dibandingkan subvariabel lainnya. Based on the results of the research above, users feel that V-Qita Edugame has direct benefits for work and motivates users to complete work. Users give a neutral response regarding whether the edugame is boring/fun, and not interesting or interesting. The results of this study are in line with previous research which states that there is a significant difference between learning motivation and student achievement in the experimental class and the control class, showing that learning using educational games has more effect on increasing student motivation and learning achievement than using conventional media (1,2).

*Novelty* is a user experience measurement variable that emphasizes whether edugame products are innovative and creative and attract the interest of users. Based on the results of this study, all items included in the novelty variable received a neutral evaluation from SAP users as a whole. Nilai novelty dari edugame dalam penelitian paling kecil dibandingkan subvariabel lainnya walaupun tetap dikategorikan positif.

## CONCLUSION

The students' experience in using V-Qita Edugame is at an average value of 4.62, meaning that the student response in using Edugame as a positive learning evaluation. Stimulus got the highest value compared to other subvariables. An experience that emphasizes users finds SAP enjoyable and motivates users to use it.

## REFERENCES

1. Hadi S. Efektivitas penggunaan video sebagai media pembelajaran untuk siswa sekolah dasar. In: Seminar Nasional Teknologi Pembelajaran Dan Pendidikan Dasar 2017. 2017. p. 96–102.
2. Riyanti R, Rusdi H. EFEKTIVITAS PENGGUNAAN GAME EDUKASI SMARTPHONE TERHADAP HASIL BELAJAR DAN MOTIVASI BELAJAR MAHASISWA PENDIDIKAN BIOLOGI STKIP YAPIM MAROS. J Ilm Pena Sains dan Ilmu Pendidik. 2018;10(2):21–8.
3. Susanto E. 60 Games for Teaching. Yogyakarta: Lukita; 2019.
4. Sabandar VP, Santoso HB. Evaluasi Aplikasi Media Pembelajaran Statistika Dasar Menggunakan Metode Usability Testing. Teknika. 2018;7(1):50–9.
5. Sharfina Z, Santoso HB. An Indonesian adaptation of the system usability scale (SUS). In: 2016 International Conference on Advanced Computer Science and Information Systems (ICACSIS). IEEE; 2016. p. 145–8.



6. Vermeeren APOS, Law EL-C, Roto V, Obrist M, Hoonhout J, Väänänen-Vainio-Mattila K. User experience evaluation methods: current state and development needs. In: Proceedings of the 6th Nordic conference on human-computer interaction: Extending boundaries. 2010. p. 521–30.