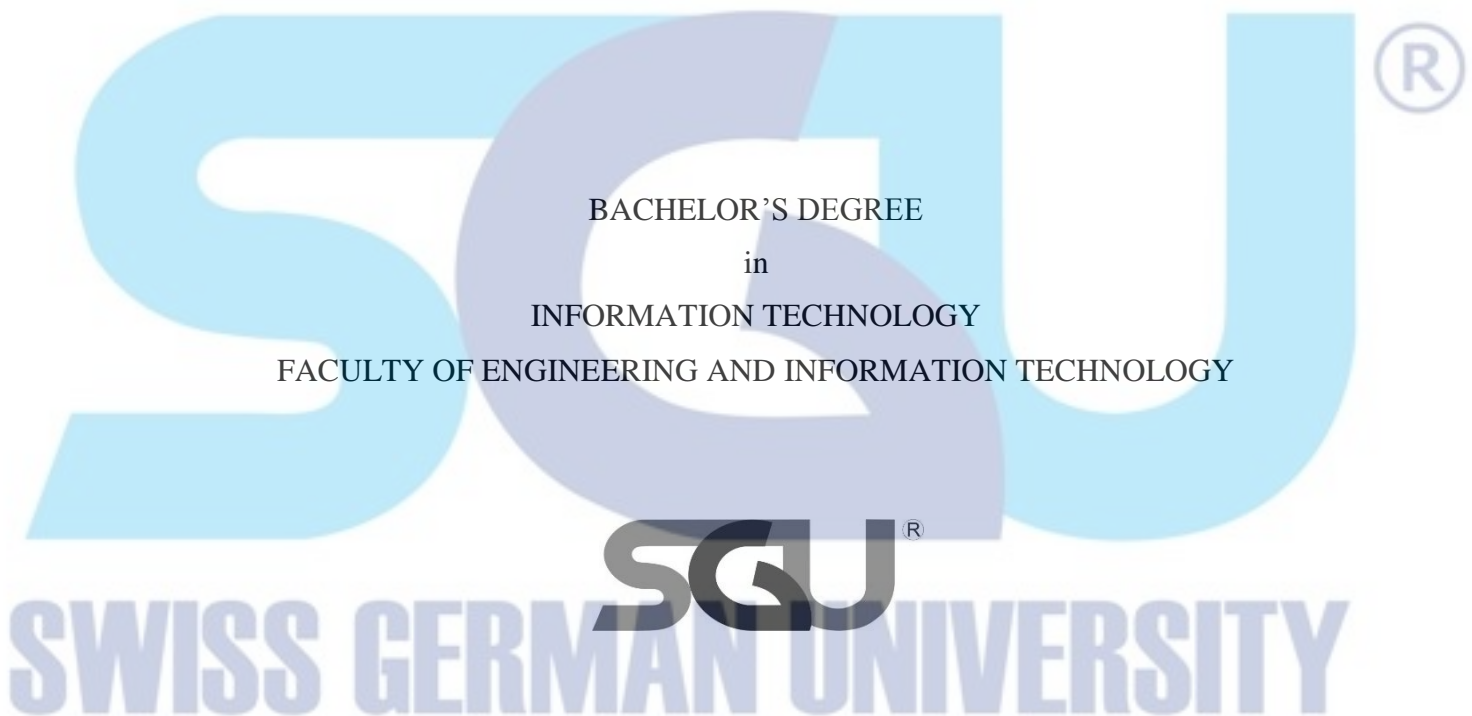


**USING MDA FRAMEWORK AND 6-11 FRAMEWORK TO ANALYZE THE
SUCCESS OF GAME DESIGN: *MINECRAFT***

By

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STATEMENT BY THE AUTHOR

I hereby declare that this submission is my own work and to the best of my knowledge, it contains no material previously published or written by another person, nor material which to a substantial extent has been accepted for the award of any other degree or diploma at any educational institution, except where due acknowledgement is made in the thesis.

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ABSTRACT

USING MDA FRAMEWORK AND 6-11 FRAMEWORK TO ANALYZE THE SUCCESS OF GAME DESIGN: *MINECRAFT*

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The purpose of this study is to find the success factors of *Minecraft's* game design. The research was conducted in Indonesia using survey. The survey is made using theoretical framework. This theoretical framework created from combining the important factors from MDA framework and 6-11 framework. The samples of this study are people who played *Minecraft* and other game similar with *Minecraft*. After the data was gathered, Cronbach's alpha will be used as measurement which factors closely related to the game design that affected the success of *Minecraft*. The research result is goal and competition is the most influence to the success of *Minecraft* for the mechanic and dynamic and instinct dimension. And for the emotion dimension, it needs the entire factor from the emotion to makes the emotion sufficient enough as a success factor.

Keywords: Game Design, Minecraft, MDA Framework, 6-11 Framework, Success Factor



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DEDICATION

I dedicate this thesis to Indonesian Researchers who dedicate their time and efforts for making video games. I hope this thesis can have contribution for improving the game design of Indonesian game in the near future.



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The author wishes to praise and thanks to author's God, Jesus Christ. Because of His blessings, the author can finish the thesis. The author believes Jesus always accompany the author whenever the author facing obstacles.

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