

CHAPTER V

CLOSINGS

5.1 Conclusions

The following conclusions were drawn from this research and development of the visual novel "If Only":

1. The use of the visual novel "If Only" as an educational medium can significantly enhance understanding and awareness of issues surrounding high school bullying. Based on the Game Content Questionnaire results from 30 respondents, calculated using the Likert scale, an overall index of 77.2% was achieved. This indicates that respondents generally agreed that playing "If Only" helped them understand the nature of bullying, its potential harm, contributing factors, the importance of choices, and increased their overall awareness.
2. The visual novel "If Only" is considered suitable for its target audience and effectively playable, meeting key usability criteria. The Usability Questionnaire administered to 30 respondents yielded an overall index of approximately 80.9%, signifying that respondents, on average, found "If Only" easy to understand, learnable, straightforward to operate, and visually attractive.
3. The development of "If Only" followed an iterative design process, encompassing phases such as conceptualization, narrative design, prototyping, content creation (artwork and script), usability testing, and iterative refinement based on feedback.
4. "If Only" was developed as a visual novel using Godot Engine, primarily targeting PC platforms (Windows). The game's core is an interactive narrative focusing on high school bullying, explored through player-driven

dialogue choices that lead to branching storylines and multiple distinct endings.

5. Testing confirmed that "If Only" performs smoothly on standard personal computer configurations typically used by the target audience. The game is intended for distribution via platforms like itch.io.
6. The visual novel "If Only" effectively helped participants better understand what high school bullying entails. Of the 30 respondents, 46.7% strongly agreed and 36.7% agreed with this statement, while 13.3% were neutral, and only 3.3% expressed disagreement.
7. "If Only" successfully increased players' awareness of the potential harm and negative consequences of bullying. From the 30 responses, 40.0% strongly agreed and 33.3% agreed, 20.0% remained neutral, and 6.7% disagreed.
8. The game also effectively prompted players to reflect on important lessons regarding choices made in bullying situations. For this aspect, 36.7% of the 30 respondents strongly agreed and 43.3% agreed, with 16.7% expressing a neutral stance and 3.3% disagreeing.

5.2 Suggestions

Based on the development and insights from "If Only," here are some recommendations for similar projects or future versions:

1. Broaden Platform Compatibility.

It's a good idea for future visual novels like this to work smoothly on common PC operating systems (like Windows, macOS, and Linux) to reach more people. Also, consider if the game could be adapted for other platforms, like mobile devices, if the story and interface can be translated well.

2. Optimize Game File Size.

Keep focusing on making game assets (images, audio, videos) efficient to ensure the overall file size isn't too big. This makes it easier for users to download and install the game, especially those with limited internet speed or storage space.

3. Enhance Progress Management.

A solid and easy-to-use save/load system is really important. Giving players the ability to save at many different points and manage multiple save files is key for visual novels, as it lets them freely explore different story branches and choices without worrying about losing their progress.

4. Elevate Visual and Narrative Immersion.

To help players feel more engaged and connected to the story, think about adding more dynamic visual elements. This might include more varied character expressions or poses, subtle animations, or even short animated sequences for key moments to boost the emotional impact.

5. Expand Narrative Depth and Replayability.

Future games or updates could offer even more complex storylines. Introducing more meaningful choices that lead to a wider range of different endings or outcomes would encourage players to play through multiple times and explore the game's themes (like different views on bullying or various results of actions) more deeply.

6. Ensure Performance Optimization and Accessibility.

Make sure the visual novel runs well on a variety of computers, including those that aren't top-of-the-line. Also, actively include accessibility options—like adjustable text sizes, fonts friendly for dyslexic readers, customizable reading speeds, and clear visual cues—to help make the game enjoyable for a broader audience.

7. Deepen Thematic Exploration.

Future projects could explore other aspects of the main themes. For a visual novel about bullying, this could mean looking into areas like cyberbullying, the longer-term psychological effects, or stories that focus on solutions like restorative justice or community prevention efforts.

8. Systematic User Feedback Integration.

Keep a steady process for gathering and using player feedback. Actively ask for and look at feedback from different stages (like playtesting and even after release) to find ways to improve things like story clarity, how choices feel, the user interface, and the overall game experience for any future updates or new projects.