

BAB V

KESIMPULAN DAN SARAN

Pada bab ini akan dijelaskan mengenai kesimpulan dari hasil penelitian. Saran juga diberikan untuk penelitian mendatang. Berikut penjelasannya.

V.1 Kesimpulan

Kesimpulan dari penelitian yang dilakukan adalah sebagai berikut:

1. Ditemukan bahwa terdapat pengaruh dari faktor bahasa serta interaksi faktor bahasa dan unsur dinamis terhadap jumlah fiksasi. Faktor bahasa serta interaksi faktor bahasa dan unsur dinamis perlu dijadikan pertimbangan apabila pemilik bisnis ingin merancang iklan yang menarik bagi para pengguna Twitter. Ditemukan juga pengaruh dari faktor unsur dinamis serta interaksi faktor bahasa dan unsur dinamis terhadap skor recall. Faktor unsur dinamis serta interaksi faktor bahasa dan unsur dinamis perlu dijadikan pertimbangan agar konten dari iklan di Twitter dapat tersampaikan dengan baik kepada para pengguna Twitter.
2. Rekomendasi iklan Twitter berdasarkan kedua faktor yang diteliti adalah menggunakan bahasa Inggris dan unsur dinamis animasi. Iklan menggunakan bahasa Inggris lebih menarik bagi pengguna. Iklan bahasa Inggris yang dikombinasikan dengan unsur dinamis juga cenderung lebih diingat oleh pengguna dibandingkan kombinasi lain.

V.2 Saran

Beberapa saran yang dapat diberikan untuk penelitian selanjutnya adalah sebagai berikut:

1. Meneliti faktor lain yang berpotensi memiliki pengaruh terhadap efektivitas iklan seperti jenis barang atau jasa yang dipromosikan.
2. Mengukur efektivitas iklan dengan metode lain seperti jumlah *like* dan *retweet* pada *promoted tweet*.

3. Tidak menjadikan kecepatan membaca dan kemampuan bahasa Inggris sebagai variabel kontrol untuk meneliti apakah terjadi perubahan dalam pengolahan data.
4. Meneliti kombinasi faktor dengan korelasi yang lebih kuat untuk mengetahui apakah dapat memengaruhi hasil rekomendasi iklan.

DAFTAR PUSTAKA

- Agustini, P. (2021). Warganet Meningkat, Indonesia Perlu Tingkatkan Nilai Budaya di Internet. Diunduh dari: <https://aptika.kominf.go.id/2021/09/warganet-meningkat-indonesia-perlu-tingkatkan-nilai-budaya-di-internet/> [Diakses 22 Februari 2022]
- APJII. (2020). Laporan Survei Internet APJII 2019 – 2020. *Asosiasi Penyelenggara Jasa Internet Indonesia*, 2020, 1–146. Diunduh dari: <https://apjii.or.id/survei> [Diakses 11 Maret 2022]
- Barratt, H., & Shantiku, S. (2020). Methods of sampling from a population | Health Knowledge. Diunduh dari: <https://healthknowledge.org.uk/public-health-textbook/research-methods/1a-epidemiology/methods-of-sampling-population> [Diakses 6 April 2022]
- Bhandari, P. (2021). Random Assignment in Experiments. Diunduh dari: <https://www.scribbr.com/methodology/random-assignment/> [Diakses 8 Agustus 2022]
- Budiu, R. (2014). Memory Recognition and Recall in User Interfaces. *Nielsen Norman Group*, Articles. Diunduh dari: <https://www.nngroup.com/articles/recognition-and-recall/> [Diakses 8 Maret 2022]
- Chaffey, D. (2021). Average CTRs for Search, Display and social [latest stats and charts]. Diunduh dari: <https://www.smartsights.com/internet-advertising/internet-advertising-analytics/display-advertising-clickthrough-rates/> [Diakses 10 Mei 2022]
- Corvi, E., & Bonera, M. (2010). The Effectiveness of Advertising: A Literature Review. *Xth Gobal Conference on Business and Economics, October(15–16)*, 1–11.
- DigiAds. (2020). Digital Advertising Indonesia 2020 Masih Berkembang Pesat. Diunduh dari: <https://digiads.co.id/blog/news/digital-advertising-indonesia-2020-masih-berkembang-pesat/> [Diakses 2 Maret 2022]
- du Plessis, E. (2005). Recognition, Recall and Persuasion. *The Advertised Mind*, 56(13), 164–169. Diunduh dari: <https://s20896.pcdn.co/wp->

- content/uploads/2016/12/advertised_mind_16.pdf [Diakses 13 Maret 2022]
- Geyser, W. (2021). How Much do TikTok Ads Cost? Diunduh dari: <https://influencermarketinghub.com/how-much-do-tiktok-ads-cost/> [Diakses 10 Mei 2022]
- Gotter, A. (2021). Twitter Ads in 2021: The Complete Guide for Advertisers. Diunduh dari: <https://adespresso.com/blog/twitter-advertising-a-complete-guide/> [Diakses 6 April 2022]
- Google. (2021). Clickthrough rate (CTR): Definition - Google Ads Help. Diunduh dari: <https://support.google.com/google-ads/answer/2615875?hl=en> [Diakses 10 Mei 2022]
- Goulart, M. (2014). Twitter Ads: The Pros, the Cons and Everything in Between. Diunduh dari: <https://www.business2community.com/twitter/twitter-ads-pros-cons-everything-0858459> [Diakses 6 April 2022]
- Graziano, A., & Raulin, M. (2020). Research Methods. Diunduh dari: <https://graziano-raulin.com/supplements/latinsquare.htm> [Diakses 10 Mei 2022]
- Handgraaf, S. (2015). '*The effects of using English in online advertising 'English in Dutch online product advertisement banners.*' Diunduh dari: <https://theses.ubn.ru.nl/handle/123456789/286> [Diakses 15 Februari 2022]
- iMotions. (2020). 10 Most Used Eye Tracking Metrics and Terms. Diunduh dari: <https://imotions.com/blog/10-terms-metrics-eye-tracking/> [Diakses 6 April 2022]
- Jacobs, J. (2020). Static vs. Dynamic Digital Ads. Diunduh dari: <https://riger.com/fredtalks-static-vs-dynamic-digital-ads/> [Diakses 10 Mei 2022]
- JMP. (2022). Correlation | Introduction to Statistics | JMP. Diunduh dari: https://www.jmp.com/en_ca/statistics-knowledge-portal/what-is-correlation.html [Diakses 8 Agustus 2022]
- Kasih, A. P. (2021). 10 Bahasa Paling Banyak Digunakan di Dunia, Indonesia Nomor Berapa? Halaman all - Kompas.com. Diunduh dari: <https://www.kompas.com/edu/read/2021/08/05/162355371/10-bahasa->

paling-banyak-digunakan-di-dunia-indonesia-nomor-berapa?page=all
[Diakses 8 Agustus 2022]

- Kim, B. G., & Stein, H. H. (2009). A spreadsheet program for making a balanced latin square design. *Revista Colombiana de Ciencias Pecuarias*, 22(4), 591–596. Diunduh dari: http://www.scielo.org.co/scielo.php?script=sci_arttext&pid=S0120-06902009000400002 [Diakses 8 Agustus 2022]
- Kemp, S. (2021). Digital Around The World in April 2020. Diunduh dari: <https://wearesocial.com/uk/blog/2020/04/digital-around-the-world-in-april-2020/> [Diakses 8 Maret 2022]
- Kemp, S. (2022). Digital 2022: Global Overview Report. Diunduh dari: <https://datareportal.com/reports/digital-2022-global-overview-report> [Diakses 10 Mei 2022]
- Khurram, M., Qadeer, F., & Sheeraz, M. (2018). *The Role of Brand Recall, Brand Recognition and Price Consciousness in Understanding Actual Purchase*. (June). Diunduh dari: <https://www.researchgate.net/publication/326552304> [Diakses 13 Maret 2022]
- Kuisma, J., Simola, J., Uusitalo, L., & Öörni, A. (2010). The Effects of Animation and Format on the Perception and Memory of Online Advertising. *Journal of Interactive Marketing*, 24(4), 269–282. <https://doi.org/10.1016/j.intmar.2010.07.002>
- Larson, M. G. (2008). Analysis of variance. *Circulation*, 117(1), 115–121. <https://doi.org/10.1161/CIRCULATIONAHA.107.654335>
- Lee, J. W., & Ahn, J. H. (2012). Attention to banner ads and their effectiveness: An eye-tracking approach. *International Journal of Electronic Commerce*, 17(1), 119–137. <https://doi.org/10.2753/JEC1086-4415170105>
- Lunney, G. H. (1970). USING ANALYSIS OF VARIANCE WITH A DICHOTOMOUS DEPENDENT VARIABLE: AN EMPIRICAL STUDY. *Journal of Educational Measurement*, 7(4), 263–269. <https://doi.org/10.1111/J.1745-3984.1970.TB00727.X>
- Mackenzie, R. J. (2021). One-Way vs Two-Way ANOVA: Differences, Assumptions and Hypotheses | Technology Networks. Diunduh dari Technology Networks Informatics:

- <https://www.technologynetworks.com/informatics/articles/one-way-vs-two-way-anova-definition-differences-assumptions-and-hypotheses-306553> [Diakses 8 Agustus 2022]
- Martin, D. W. (2008). Doing psychology experiments. In *PsycCRITIQUES*, Vol. 30. <https://doi.org/10.13140/RG.2.1.1565.0000>
- Modrić, M. (2016). *Advantages of the Use of English in Advertising: Attitudes of Croatian Speakers.* Diunduh dari: <https://urn.nsk.hr/urn:nbn:hr:186:572394> [Diakses 11 Maret 2022]
- Nederstigt, U., & Hilberink-Schulpen, B. (2018). Advertising in a Foreign Language or the Consumers' Native Language? *Journal of International Consumer Marketing*, 30(1), 2–13. <https://doi.org/10.1080/08961530.2017.1363008>
- Nordquist, R. (2019). Definition and Examples of Native Languages. Diunduh dari ThoughtCo.: <https://www.thoughtco.com/native-language-l1-term-1691336> [Diakses 8 Agustus 2022]
- OriginLab. (2018). *Help Online - Tutorials - Two Way Repeated Measures ANOVA.* Diunduh dari: <https://www.originlab.com/doc/tutorials/2wayrepeatedmeasuresanova> [Diakses 8 Agustus 2022]
- Perez, S. (2020). Twitter users complain of timelines being overrun with 'Promoted Tweets' | TechCrunch. Diunduh dari: <https://techcrunch.com/2020/12/07/twitter-users-complain-of-timelines-being-overrun-with-promoted-tweets/> [Diakses 8 Agustus 2022]
- Ramzai, J. (2020). Clearly explained: Pearson V/S Spearman Correlation Coefficient. Diunduh dari: <https://towardsdatascience.com/clearly-explained-pearson-v-s-spearman-correlation-coefficient-ada2f473b8> [Diakses 8 Agustus 2022]
- Saeed, M. (2021). Calculating Spearman's Rank Correlation Coefficient in Python with Pandas. Diunduh dari Stack Abuse: <https://stackabuse.com/calculating-spearmans-rank-correlation-coefficient-in-python-with-pandas/> [Diakses 8 Agustus 2022]
- Sugiyono, D. (2013). *Metode Penelitian Kuantitatif, Kualitatif, dan Tindakan.*
- Susilo, S. M. (2018). *Rekomendasi lokasi, ukuran, dan unsur dinamis terhadap efektivitas iklan website menggunakan ANOVA dan Eye Tracking Analysis.* Diunduh dari:

<https://repository.unpar.ac.id/handle/123456789/8077> [Diakses 8 Maret 2022]

Techopedia. (2018). What is Online Advertising? - Definition from Techopedia. Diunduh dari: <https://www.techopedia.com/definition/26362/online-advertising> [Diakses 13 Maret 2022]

TIBCO. (2022). What is Analysis of Variance (ANOVA)? Diunduh dari TIBCO: <https://www.tibco.com/reference-center/what-is-analysis-of-variance-anova> [Diakses 8 Agustus 2022]

Tidal marketing. (2020). What Is Online Advertising & How Many Different Types Are There? Diunduh dari: <https://www.tidalmarketing.co.uk/our-services/online-advertising> [Diakses 13 Maret 2022]

Tobii. (n.d.). Learn about the different types of eye movement - Tobii Pro. Diunduh dari: <https://www.tobiipro.com/learn-and-support/learn/eye-tracking-essentials/types-of-eye-movements/> [Diakses 7 Maret 2022]

Tobii. (n.d.). Metrics. Diunduh dari: <https://vr.tobii.com/sdk/learn/analytics/fundamentals/metrics/> [Diakses 8 Agustus 2022]

Tobii. (n.d.). What is *eye tracking*? How do eye trackers work? - Tobii Pro. Diunduh dari: <https://www.tobiipro.com/blog/what-is-eye-tracking/> [Diakses 13 Maret 2022]

Tobii. (2018). What is *eye tracking*? How is *eye tracking* valuable in research? Diunduh dari: <https://tech.tobii.com/technology/what-is-eye-tracking/> [Diakses 7 Maret 2022]

Tullis, T., & Albert, B. (2013). Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics: Second Edition. *Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics: Second Edition*, 1–301. <https://doi.org/10.1016/C2011-0-00016-9>

Twitter Business. (n.d.). Twitter ad formats. Diunduh dari: <https://business.twitter.com/en/advertising/format.html> [Diakses 13 Maret 2022]

- University of Mumbai. (n.d.). Introduction to Advertising. In *University of Mumbai*. Diunduh dari: https://archive.mu.ac.in/myweb_test/sybcom-avtg-eng.pdf [Diakses 13 Maret 2022]
- Vaeth, K. (2020). Tik Tok Advertising: How Brands Are Using Tik Tok | The Infinite Agency. Diunduh dari: <https://theinfiniteagency.com/insights/social/tapping-into-tiktok-as-a-branding-platform/> [Diakses 10 Mei 2022]
- Ventura, B. (2016). Twitter vs. Facebook Ads: The Advantages of Each Advertising Platform. Diunduh dari: <https://www.cyberclick.net/numericalblogen/twitter-ads-vs-facebook-ads-the-advantages-of-each-advertising-platform> [Diakses 8 Maret 2022]
- WebFX. (2020). How Much Does Social Media Advertising Cost in 2020? | Social media advertising costs in 2020. Diunduh dari: <https://www.webfx.com/social-media/pricing/how-much-does-social-media-advertising-cost/> [Diakses 10 Mei 2022]
- Zorn, S., Olaru, D., Veheim, T., Zhao, S., & Murphy, J. (2012). Impact of animation and language on banner click-through rates. *Journal of Electronic Commerce Research*, 13(2), 173–183. Diunduh dari: <http://web.csulb.edu/journals/jecr/issues/20122/paper6.pdf> [Diakses 6 April 2022]