

## **CHAPTER V**

### **CONCLUSION AND SUGGESTIONS**

#### **5.1 Conclusion**

There are a lot of points that can be discussed about this product. The tourist destination of Gedong Songo Temple has a lot of history and information in it and most of the tourists usually rarely know and do not care about the history of Gedong Songo Temple. So then the researcher made an interactive flipbook entitled Travel Beyond Words which presents information about histories to interesting facts about legends and rituals in Gedong Songo Temple with two languages, namely Indonesian and English and as a medium to promote Gedong Songo Temple through a digital flipbook that can be accessed easily and anywhere.

This research uses the Research and Development (R&D) method. This flipbook has gone through several stages including Research and Data Collection, Analysis Data Collection, Development, Preliminary Field Testing, Product Revision, Main Field Testing, Final Product Revision, and Dissemination and Implementation. Before entering the stage of making flipbooks, researchers also look for the interest needs of readers, namely tourists and students so that the content in the flipbook is adjusted to the needs of readers' interests.

This flipbook product has also gone through two tests and also two revisions before being published. The first test was an early stage test to experts, namely the supervisor and preservationist from Gedong Songo Temple to validate the finished product. The second test was a field test with 40 respondents from students and college students. However, after going through two stages of product testing there were several suggestions from both experts and respondents which the researchers then revised based on the suggestions to improve the quality of this flipbook product. In the end, after going through several stages, this Travel Beyond Words flipbook can attract the interest of readers as well as a medium to promote Gedong Songo Temple.

## **5.2 Suggestions**

Based on the finished flipbook, there is already a lot of interesting content and features including games and videos about the attractions of Gedong Songo Temple. Researchers hope that this research can attract interest and help tourists and students find information about Gedong Songo Temple. In the development of this “Travel Beyond Words” flipbook product, it is hoped that it can be utilized properly by tourists and students as a medium of information and learning about historical tourism about Gedong Songo Temple.

In this study, of course, there are still many shortcomings and limitations. It is hoped that future researchers can improve and develop this interactive flipbook again and become a better product. This flipbook development can add features and improve previous features such as games that already exist in the flipbook by making them games that can be played directly in the flipbook so that readers can play them easily.