

**DEVELOPING AN INTERACTIVE FEATURES
VIDEO AND GAMES IN “ TRAVEL BEYOND
WORDS ” ENGLISH-BASED TOURISM PROMOTION
AND LEARNING TOOL FOR HISTORICAL
TOURISM DESTINATION IN GEDONG SONGO
TEMPLE**



FINAL ASSIGNMENT

**A Partial Fulfilment of the Requirements for the Applied Foreign
Language Bachelor Degree**

by

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**BACHELOR OF APPLIED FOREIGN LANGUAGE
VOCATIONAL COLLEGE
UNIVERSITAS DIPONEGORO**

2025

STATEMENT OF ORIGINALITY

This is to certify that thesis definitely my original work. I am completely responsible for the content of this thesis. Other writers; opinion or finding included in this project are quoted or cited in accordance with ethnical standard. I understand the full consequence if I took somebody else's, phrase, or sentence without proper reference.

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A FINAL ASSIGNMENT

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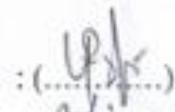
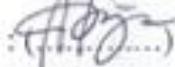
ACCEPTANCE

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"Travel Beyond Words" English-Based Tourism
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MOTTO

“ Before I give up on something or someone, I try hard until there’s nothing left to try for.”

- Roncanimoph -

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Semarang, 25th June 2025

Nazma Alifia Putri

ABSTRACT

One of the final goals of this project is to create an Indonesian and English digital flipbook called Travel Beyond Words Heritage. This will help students learn English while promoting Gedong Songo Temple as a historical tourist attraction. To increase student engagement and support multimedia-based language comprehension, the flipbook incorporates interactive features such as videos and games. The project went through eight stages using the Borg and Gall research and development model, starting with data collection from official sources such as BPS. The interactive content includes videos linked to YouTube that can be accessed through QR codes and educational games embedded in the flipbook. The final product shows that using digital storytelling and interactivity to promote tourism and learn English can effectively increase awareness and appreciation of cultural heritage sites such as Gedong Songo.

Keywords: digital flipbook, tourism promotion, Gedong Songo Temple, historical tourism, educational games

ABSTRAK

*Proyek tugas akhir ini bertujuan untuk mengembangkan *Travel Beyond Words Heritage*, sebuah flipbook digital dwibahasa (Bahasa Indonesia–Bahasa Inggris) yang mempromosikan Candi Gedong Songo sebagai destinasi wisata sejarah sekaligus mendukung pembelajaran Bahasa Inggris. Flipbook ini dilengkapi dengan fitur interaktif seperti video dan permainan edukatif guna meningkatkan keterlibatan pembelajar dan pemahaman bahasa melalui media multimedia. Proyek ini menggunakan model penelitian dan pengembangan Borg dan Gall dengan delapan tahapan, dimulai dari pengumpulan data melalui sumber resmi seperti BPS. Konten interaktif dalam flipbook mencakup video yang diunggah ke YouTube dan diakses melalui QR code serta permainan edukatif yang terintegrasi. Produk akhir menunjukkan bahwa penggabungan promosi pariwisata dan pembelajaran Bahasa Inggris melalui narasi digital dan interaktivitas dapat secara efektif meningkatkan kesadaran dan apresiasi terhadap situs warisan budaya seperti Candi Gedong Songo.*

Kata Kunci: flipbook digital, promosi pariwisata, Candi Gedong Songo, pariwisata sejarah, permainan edukatif

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