

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusions

Based on the results of research and development that have been carried out, it can be concluded that the final project product entitled “Travel Beyond Words” is an innovative medium that combines elements of tourism and English learning in the form of a bilingual flipbook (Indonesian and English). This product specifically raises the tourism potential of Gedong Songo Temple as the main material that is packaged educationally and interactively. This flipbook has two main features that are its advantages, namely the video virtual guide semi documenter which provides an experience as if the audience is exploring the Gedong Songo Temple through a digital device, the second is an educational game, in the form of crossword puzzle, and an interactive quiz about Gedong Songo Temple itself which serves to strengthen readers' understanding of tourism material while enriching their vocabulary and understanding of English.

This product is aimed at local and foreign tourists, as well as students or learners who want to learn English through a thematic approach based on local culture and tourism. With an attractive visual design, bilingual content presentation, and interactive digital features such as QR codes that lead to tour guide videos, “Travel Beyond Words” becomes an alternative media that is informative, educative, and adaptive to the development of digital technology. Overall, this product successfully proves that the introduction of local tourism can be an effective tool in foreign language learning. This flipbook not only functions as a promotional medium for tourist destinations, but also as a tool for foreign language learning. learning that is fun and contextualised supports the strengthening of users' English language skills and introduces the richness of Indonesian culture to the world.

In the process of making this Flipbook, the author took 7 stages of research and development from Borg and Gall. The process of making features in this flipbook starts with uploading videos to YouTube, then incorporating YouTube QR

codes and games into the flipbook. In addition, in the first stage, the researcher has completed the research and information collecting process by looking at data from BPS in Semarang Regency.

5.2 Suggestions

Based on the development process and evaluation results of the Travel Beyond Words product, several suggestions can be considered for further development, namely: Development of more diverse tourism content, such as covering more tourist destinations in Central Java or other regions, so that this product has a wider scope and benefits more users. Although there are already virtual guide video features and educational games, the development of additional features such as augmented reality (AR).

In addition to wider distribution and accessibility, it is recommended that this product be published widely, for example, through educational digital platforms, tourism websites, so that it can be accessed easily by students, teachers, and tourists. And the last suggestion to support the sustainability and development of the product, collaboration with the tourism office or the foreign language learning community, is highly recommended. This can improve the content's quality while expanding its utilization range. With these suggestions, it is hoped that "Travel Beyond Words" Flipbook can continue to be developed into a learning and tourism promotion media that is richer, more interesting, and relevant to the needs of the times.