

**DESIGNING A CROSSWORD PUZZLE GAME AS A LEARNING TOOL
FOR THE TOURISM KNOWLEDGE ENHANCEMENT**



**This Final Report is submitted to fulfill one of the requirements to complete
The Diploma III Degree of English Department
State Polytechnic of Sriwijaya**

BY

**DWITYA DWILILLA
061930900203**

**STATE POLYTECHNIC OF SRIWIJAYA
PALEMBANG
2022**

FINAL REPORT APPROVAL SHEET

**DESIGNING A CROSSWORD PUZZLE GAME AS A LEARNING TOOL
FOR THE TOURISM KNOWLEDGE ENHANCEMENT**



By:

DWITYA DWILILLA
061930900203

Palembang, 20th July 2022

Approved by:

First Advisor

Sri Gustiani, S.Pd., M.TESOL., Ed.D.
NIP 197108252005012001

Second Advisor

Mochamad Ridhwan, S.Pd., M.Pd.
NIP 196912102005011002

Acknowledged by:
Head of English Department



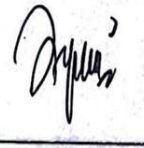

Dr. Yusri, S.Pd., M.Pd.
NIP 197707052000032001

APPROVAL SHEET OF EXAMINERS
DESIGNING A CROSSWORD PUZZLE GAME AS A LEARNING TOOL
FOR THE TOURISM KNOWLEDGE ENHANCEMENT

The Final Report by:

DWITYA DWILILLA

061930900203

Examiners	Approved by:	Signature
Drs. Sunani, M.M. NIP 196305181990031002		
Drs. M. Nadjmuddin, M.A. NIP 196209071988031001		
Eli Yeny, S.Pd., M. Pd. NIP 197305072000122001		
Achmad Leofaragusta K K, S.E., M.MPar. NIP 197208102006041002		

ENGLISH DEPARTMENT
STATE POLYTECHNIC OF SRIWIJAYA
PALEMBANG
2022

MOTTO AND DEDICATION

“Doing the best at this moment puts you in the best place for the next moment”

-Oprah Winfrey

The final report is dedicated to:

1. ALLAH SWT
2. My beloved family
3. All my beloved lecturers in English Department at State Polytechnic of Sriwijaya
4. All my beloved friends in English Department at State Polytechnic of Sriwijaya
5. All of readers of this final report

PREFACE

First of all, the writer would like to express the greatest thank to Allah SWT for blessing and giving the writer strength, healthy, and guidance in finishing this final report entitled "Designing a Crossword Puzzle Game as a Learning Tool for the Tourism Knowledge Enhancement". The purpose of this report to fulfill the requirement of Final Report at English Department of State Polytechnic of Sriwijaya.

The Crossword puzzle game consisted of 100 tourism questions. It was divided into ten types questions such as natural tourism, human tourism, cultural tourism, waterfront tourism, pilgrimage tourism, easy mode tourism questions, medium mode tourism questions, hard mode tourism questions, tourism destinations in South Sumatera, tourism destinations in Palembang (number). The writer also realizes that this final report is still far from being perfect, and welcome any criticism and suggestion to make this final report better. Finally, the writer hopes this final report can give the useful information for the readers.

Palembang, July 2022

The Writer

ACKNOWLEDGEMENT

In this great occasion, the writer would like to express deep gratitude to the entire participants for their advice, valuable guidance and information during writing this report. The writer would like to thank:

1. The director of State Polytechnic of Sriwijaya, Mr. Dr. Ing. Ahmad Taqwa, M.T.
2. The head of English Department of State Polytechnic of Sriwijaya, Mr. Dr. Yusri, S.Pd., M.Pd.
3. My advisors, Mrs. Sri Gustiani, S.Pd, M.TESOL., Ed.D and Mr. Moehammad Ridhwan S.Pd., M.Pd for their advisory and assistances with patience, correction, suggestion, generosity and any other knowlegde in completing this report.
4. My examiners, Mr. Drs. Sunani, M.M, Mr. Drs. M. Nadjamuddin, M.A., Mrs. Eli Yeny, S.Pd., M.Pd., and Mr. Achmad Leofaragusta K K, S.E., M.Mpar for their suggestion and correction in completing this final report.
5. Lecturers, administration staffs, and librarian in English Department of State Polytechnic of Sriwijaya for their help to finish this report
6. My beloved parents, Suharyoko and Tina Ria Tini who always give the writer a great support, advice, material, and everything for me.
7. My beloved brothers and my sister in law, Alham, Indra and Cici who always help me to solve my problem and always cheer me up
8. Mr. Bintang, Mr. Erfandi, Mr. Valchino, Mr. Engga, and Mr. Latief for their kind help me in checking and giving the information of the content aspect, design aspect and language aspect in this report.
9. Dearest friends, all the members of 6BA class who have supported each other
10. my best partner Reza Fahriza who always listen, help and support me everytime.

11. Unicorn squad (tata, rani, ajeng, ninit, ripa and ayak) who has given enthusiasm and happiness for me to finish this final report
12. Ciwi masa kini (tibun and yuna) who always listen to my stories and problems in writing this final report
13. Everyone who has been involved in making this final report that the writer cannot mention one by one
14. Last but not least, I wanna thank me, I wanna thank me for believing in me, I wanna thank me for doing all this hard work, I wanna thank me for having no days off, I wanna thank me for never quitting, I wanna thank me for always being a giver and tryna give more than I receive.

ABSTRACT

DESIGNING A CROSSWORD PUZZLE GAME AS A LEARNING TOOL FOR THE TOURISM KNOWLEDGE ENHANCEMENT

(Dwitya Dwililla, 2022: 68 Pages, 18 tables and 11 Figures)

The aim of this research was to design a crossword puzzle game about tourism destinations of Palembang city. The purpose was to know how to design a crossword puzzle game about the tourism destinations of Palembang city. The methodology was Research and Development by Sukmadinata (2017), they were: (1) Preliminary study, (2) Model Development and (3) Final Product and dissemination. In the preliminary study, the writer described the result in collecting the data by literature study, field study and draft model. In the model development, the writer asked design expert, content expert and language expert for their feedback and suggestion in limited field testing. There were some revision about the questions of the tourism destination, component in crossword puzzle game and grammatical errors by the expert's suggestion related the crossword puzzle game content, design and linguistic. It is to massively promote game media as media of tourism promotion to attract, to increase interest and knowledge of tourism objects of Palembang.

Keywords: *Crossword Puzzle Game, Palembang, Research and Development, , Tourism Destination*

TABLE OF CONTENT

Cover	i
Approval Sheet of Advisors	ii
Approval Sheet of Examiners	iii
Motto and Dedication.....	iv
Preface.....	v
Acknowledgement.....	vi
Abstract	viii
Table of Contents	ix
List of Tables.....	xi
List of Figures	xii
List of Appendices	xiii
CHAPTER 1. INTRODUCTION	1
1.1. Background.....	1
1.2. Problem Formulation	3
1.3. Objective.....	3
1.4. Benefits	4
CHAPTER II. LITERATURE REVIEW	5
2.1. Design	5
2.2. Game in Tourism Industry.....	6
2.3. Crossword Puzzle Game.....	7
2.3.1. Definition of Crossword Puzzle game.....	7
2.3.2. Crossword Puzzle Game as Learning Tool	8
2.3.3. How to make the Crossword Puzzle Game	8
2.4. Tourism.....	11
2.5. Tourism Destination	12
2.5.1. Cultural Potency.	12
2.5.2. Human Potency.....	13

2.5.3. Natural Potency.	13
CHAPTER III. RESEARCH METHODOLOGY	15
3.1. Method of the Research	15
3.1.1. Preliminary Study	17
3.1.2. Model Development	21
3.1.3. Final Product testing and Dissemination	22
3.2. Subject of the Research.....	22
3.2.1. Field Study Participants.....	22
3.2.2. Limited Testing Participants.....	23
3.3. Techniques of Collecting Data	23
3.3.1. Literature Study	23
3.3.2. Interviews	24
3.4. Techniques of Analyzing the Data.....	25
3.4.1. Literature Study	25
3.4.2. Interviews.....	25
CHAPTER IV. FINDINGS AND DISCUSSION.....	26
4.1. Finding	26
4.2. Discussion.....	58
CHAPTER V. CONCLUSION AND SUGGESTION	61
5.1. Conclusion.....	61
5.2. Suggestion.....	61
REFERENCES.....	62
APPENDICES	68

LIST OF TABLES

Table 2.1 Type of Tourism Destinations in Palembang City.....	13
Table 3.1 Tourism Destinations in Palembang City	19
Table 4.1 Content Revision of Natural Tourism Questions	46
Table 4.2 Content Revision of Human Tourism Questions.....	46
Table 4.3 Content Revision of Waterfront Tourism Questions	47
Table 4.4 Content Revision of Pilgrimage Tourism Questions	47
Table 4.5 Content Revision of Hard Mode Tourism Questions	48
Table 4.6 Content Revision of Tourism Destinations in Palembang (number) Questions.....	48
Table 4.7 Language Revision of Cultural Tourism Questions.....	49
Table 4.8 Language Revision of Natural Tourism Questions.....	51
Table 4.9 Language Revision of Human Tourism Questions	52
Table 4.10 Language Revision of Waterfront Tourism Questions	52
Table 4.11 Language Revision of Pilgrimage Tourism Questions	53
Table 4.12 Language Revision of Easy Mode Tourism Questions.....	53
Table 4.13 Language Revision of Medium Mode Tourism Questions.....	54
Table 4.14 Language Revision of Hard Mode Tourism Questions	54
Table 4.15 Language Revision of Tourism Destinations in South Sumatera Questions.....	55
Table 4.16 Language Revision of Tourism Destinations in Palembang Questions (number).....	56

LIST OF FIGURES

Figure 3. 1 The chart of stages of the R&D Method by Borg & Gall (2003	16
Figure 3. 2 The chart of stages of R&D Modified by Sukmadinata (2017)	17
Figure 3. 3 Grids of crossword puzzle game.....	20
Figure 4. 1 The grids of crossword puzzle game	38
Figure 4. 2 Backgrounds of Crossword Puzzle Game	39
Figure 4. 3 Cover of Crossword Puzzle Game.....	40
Figure 4. 4 Closing cover of Crossword puzzle game	40
Figure 4. 5 Kinds of Crossword puzzle game	43
Figure 4. 6 Vocabulary page in Crossword puzzle game	44

LIST OF APPENDICES

Appendix 1	Surat Permohonan Surat Pengantar Pengambilan Data
Appendix 2	Kesepakatan Bimbingan Laporan Akhir (Pembimbing 1)
Appendix 3	Kesepakatan Bimbingan Laporan Akhir (Pembimbing 2)
Appendix 4	Lembar Bimbingan Laporan Akhir
Appendix 5	Rekomendasi Ujian Laporan Akhir
Appendix 6	Revisi Ujian Laporan Akhir
Appendix 6	Lembar Wawancara4