CHAPTER V
CONCLUSION AND SUGGESTION

This chapter presents the conclusion and suggestion of this final report.

5.1. Conclusion

Based on the explanation on the previous chapter, the writer concluded that this crossword puzzle game could be used as a medium to enhance the tourism knowledge of the player because the questions of the crossword puzzle game consisted of information of the history, activities, attractions, infrastructure and facilities of the destination. Therefore, the crossword puzzle game also could be used as a promotional media to promote tourism destinations in Palembang. The crossword puzzle game used "A5 Paper". The writer applied the steps of designing the questions of crossword puzzle game by using Teacher's Corner Website, and using Canva Application to develop the design of the crossword puzzle game. There was a tool for designing this crossword puzzle game such as computer or laptop. In designing the crossword puzzle game, the writer applied the steps of designing by using Research and Development method by Sukmadinata (2017). there were three steps: one, Preliminary Study: a. Literature Study, b. Field Survey, c. Model Draft. Two, Model Development: a. Limited Testing, b. Wider Testing, Three, Final Product Product Testing.

5.2. Suggestion

The writer suggested to government to massively promote game as promotional media of tourism promotion to attract, to increase interest and knowledge of tourism objects of Palembang. For the next writer, it is hoped that they may find more related experts in crossword puzzle game design, and continue the testing step and dissemination.