## **CHAPTER V**

## **CONCLUSION AND SUGGESTION**

## **5.1 Conclusion**

The sustainability of local tourism is threatened due to the lack of public understanding in the future of the essence of local tourism objects. This situation has even been exacerbated by the Covid-19 pandemic. Planting a sense of belonging to the local tourist objects can be assembled with English learning. E-Tren is an interactive English learning media in the form of a website to support sustainable tourism. E-Tren was made in three stages of production. The first stage is investigating where the writer collected data from various reading materials, interviewed two experts in the field of IT and the English Language, and made direct observations to see the English learning process of Elementary school children using conventional learning media. The second stage is Designing where the writer designed the overall concept of the appearance and content of the E-Tren learning media. At this stage, the writer decided to use software construct 2 to create a website and adobe illustrator to create digital assets. The writer also designed the system using a user interface in the form of a navigation structure. After completing these two stages, the writer entered the third stage, namely realizing, this stage began with creating digital assets, creating user interfaces, compiling puzzles/scripts, and finally exporting product output in HTML form which can be publicly accessed in the form of a website.

## **5.2 Suggestion**

For further research, the writer has two suggestions. The first is about the content. the content of this learning media is still very limited regarding tourist facilities in Palembang, further researchers can develop the content of this product by adding tourism content in South Sumatra such as Pagar Alam, Ogan Ilir, and others, or tourism content in 10 priority tourist destinations in Indonesia. The second suggestion is about the basis of learning media. Website-based learning media has drawbacks where this media must be accessed online, the application base can be an option to be applied so that learning media can be accessed offline.