

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 can conclude that this monopoly paper game can be used as a medium to promote tourism objects of Palembang city. The monopoly paper game can be used as a guidance for tourists and visitors to find the information of Palembang tourism objects because the the monopoly consists of the history, the picture of places, and the place of tourism objects. The monopoly paper game was used “art paper” 210 gsm. The writer applied the steps of designing monopoly paper game using Corel Draw and Photoshop. There is a tool for designing this monopoly paper game such as computer or laptop.

In designing the monopoly paper game, the writer applied the steps of designing by using Research and Development method by Sukmadinata (2005). there are 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 gives suggestion to government to massively promote game media as media of tourism promotion to attract, to increase interest and knowledge of tourism objects of Palembang. This product is also good to increase the English capability of young learner. They can learn English while playing game.