CHAPTER I
INTRODUCTION

1.1 Background

In the past, there were many children played Snake and Ladder game. It made this game became very popular in the community. There are many innovations of Snake and Ladder that have been made more modern, such as the used of various tiles with different sizes and pawns, different addition of magnets, but their existence is less popular. The children liked this game because this game is simple, educational, entertaining and very interactive to play together.

The Snake and Ladder game is made from a piece of hard paper, a dice, and the pawns. On the paper, it has 100 squares and each square has picture and number on it. There are also snake and ladder pictures connecting some boxes. To play this game, it needs two or more players and then the players shake the dice in turn. The players move the pawns based on the number in the dice. For the first player who has reached the 100th, the player will become the winner. This game does not have hard playing system and it will not make players confused if they have known the rules so that is why people like to play this game.

The Snake and Ladder game has several benefits. First, it helps foster children's linguistic development. Second, it trains and grows emotional social abilities. Third, it practices the ability to think. Fourth, it increases the ability to recognize numbers and simple mathematics. Fifth, it practices the ability to recognize shapes and colors like triangles, circles and squares (Department of Youth and Sport of Buleleng, 2013).

The Snake and Ladder game has weaknesses. Chakrayudha (2019) states that as one of the famous board games, the Snakes and Ladders game is a game that does not contain elements such as strategy so that this game is too dependent on luck. These weaknesses will also cause a reduction in the attractiveness of this

game in the eyes of players who want a game that is more "challenging" because the course of this game is not affected by the player's ability to play the game.

By looking at weakness of Snake and Ladder game and the numbers of tourism destinations in Palembang, the writer wants to make the innovation of Snake and Ladder game. The innovation that will be made is by combining photos and adding the description of tourism places in the city of Palembang in the snake ladder game square. This innovation will make them more interested in playing and they could know what the tourism destinations are by reading the description of tourism destinations.The description will be written in two linguistics, namely Indonesian and English. Therefore, the writer takes the title for this final report is "The Innovation of Snake and Ladder Game with The Descriptions of Tourism Destinations in Palembang".

1.2 Problem Formulation

The problems of this research are:

1. How to write the description of tourism destinations?

2. How to design the snake and ladder game?

3. How to write rules for playing the innovated Snake and Ladder game?

1.3 Purpose

The purposes of this research are to write the description of tourism destination, to design the snake and ladder game, and to write the rules of the innovated Snake and Ladder game.

1.4 Benefit

The output of this research is Snake and Ladder game that is innovated by designing 30 cards with description of tourism destinations in Palembang and the board of Snake and Ladder game with 64 squares. 30 of those squares contain

pictures of tourism destinations. The output of this research is expected to provide added value to the Snake and Ladder game. It means children do not just play for pleasure, but they also get additional knowledge about tourism in Palembang so they are expected to be interested in visiting the tourism destinations.