

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion and suggestion of the study report.

5.1 Conclusion

Snake and ladder game is determined by the luck factor that gives children temporary fun and it will disappear their interest. It is caused by the playing system of this game is only moves the pawns to the last squares so that they become bored. To attract children's interest in playing Snake and Ladder game, the new innovation is needed, so that the children are more interested in playing this game. The innovation of Snake and Ladder game consists of 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.

12 experts are involved in the development of product draft. They commented three aspects: content, linguistics, and design. The aspect of content refers to validity of information about tourism destinations. The linguistics, English and Indonesia, deal with the use of grammar, vocabulary, and mechanics. The design focuses on the design of Snake and Ladder board. The innovated Snake and Ladder game has the additional values. It is expected that the children will get knowledge about tourism destination by playing this game.

5.2 Suggestion

It is hoped that the future researchers will involve experts who are mastering about children psychology because they understand the children's characteristics. It is also hoped that future researchers use current pictures of tourism destinations because the tourism destination's pictures used in this product were taken from the internet. It was caused by the pandemic of corona.