THE MAKING OF AN ENGLISH WEBSITE OF HISTORICAL TOURIST DESTINATIONS IN SIAK

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Abstract

History is a reflection of past community dynamics encompassing various aspects like social, religious, educational, artistic, and military fields. Indonesia holds a diverse and extensive cultural heritage, with each province narrating its unique tale. The Dutch controlled significant parts of the Nusantara, including Siak Regency in Riau Province. It preserves remnants of the Dutch East Indies, such as the Tangsi Belanda in Mempura District, and other historically interesting sites. Meeting the demands of globalization and cater to a broader audience, the Riau Tourism Office plans to develop and upgrade tourism objects in Riau using the English language. Descriptive research is study that simply describes and explains numerous settings, scenarios, phenomena, or a range of research variables based on occurrences as they are gathered, photographed, interviewed, observed, and documented. A crucial step in this effort is to create an English website for historical tourist destinations, offering a reference point for tourists seeking attractions in Siak Regency and serving as a valuable learning material about the region's historical places for the next generation. Furthermore, the website's accessibility will facilitate efficient and cost-effective promotion, reaching a wider public audience and attracting visitors from beyond the region.

Keywords: *Website, Historical Tourism Destination, Siak, Tourist,writing*

INTRODUCTION

History is an experience of past community dynamics in the social, religious, educational, artistic, and military fields. Indonesia has a lengthy cultural heritage, and each province in Indonesia has its own tale to tell. The Dutch colonization of Indonesia over 3.5 centuries, or 350 years, is a tragic history and memory that is still plainly etched with tremendous pain, anguish, and misery in the Indonesian people's memories. During that period, the Dutch controlled nearly the entire Nusantara, including Siak Regency in Riau Province.

Siak is one of twelve regencies in Riau, with the capital in Siak Sri Indrapura. According to goverment of siak regency data, it has an area of approximately 8.556,09 km2. The Siak River divides the 8,556.09 km^2 of Siak Regency. It crosses through four district administration areas and one city administration area, namely Rokan Hulu Regency, Bengkalis Regency, Siak Regency, Kampar Regency, and Pekanbaru City. It is caused the strategic location, Siak Regency had it is own story in the realm of Malay civilization. This

can be seen in the Dutch East Indies remnants in the Siak Sri Inderapura kingdom or in those that are still standing today, such as the *Tangsi Belanda* in Mempura District.

Besides *Tangsi Belanda*, there are several historically interesting remnants that we can use for instructive historical tours, such as the Siak Sri Indrapura Palace, Koto Tinggi Tomb, Raja Kecik tomb, and many more. These sites have been designated as historical relics and regional properties, overseen by the local tourism office for maintenance and use as tourist attractions.

The Tourism Department has made various publicity initiatives to keep up with the times, such as creating pamphlets, guide books, brochures, and even websites. However, the website is not accessable for no reason. Though, nowdays marketing most done by website for the readers to read the further information. Also, it needs to be upgraded in English as the Riau Tourism Office plans to upgrade and to develop the Riau tourism attractions using English. It aims in order the promotion will also reach the public from the beyond the region more quickly and effectively. It also is more useful and can save costs.

Based on the data and information above, the product that will be made to complete this final project proposal is an English-website of historical tourist destination. The English website also can be used as a reference for tourists nationally and internationally who are are looking for tourist attractions in Siak. History learning material for the next generation to learn more about the *the historical places.* In other cases, the English website can serve as an online reading material for visitors from outside the region.

REVIEW OF RELATED LITERATURE

Related Theory

The Nature of History

Basically, history means something that has happened in the past of community dynamics. According to Madjid & Wahyudi (2014) history is a study and observation of significant events and aspect that occurred in the past. In addition, according to Abdullah in sriyanto (2018), state that History is the science of knowledge about past events related to human life in various aspects, such as politics, economy, society, and culture. Meanwhile, according to Susanto (2013), stated that history as a reality of events and occurrences related to human behavior and experiences in the past is an objective reality. It means that historical events truly happened as they were, without any subjective distortion or alteration.

Based on the discussion above, it can be conclude that history is defined as a study and observation of significant events and aspects that took place in the past. It involves

gaining knowledge about past events related to various aspects of human life, such as politics, economy, society, and culture.

The Nature of Tourism

a. Definition of Tourism

Tourism involves visiting a diverse range of captivating tourist attractions. According to Yoeti in Ngarbingan et al (2023), *Pariwisata* (Indonesia comes from two words, namely *Pari* and *Wisata*. *Pari* can be interpreted as many, many times, circling or complete, while *Wisata* can be interpreted as travel or traveling. Based on this theory, tourism is a journey carried out repeatedly to get pleasure or a new experience. It state is also agreed by Hermantoro (2015), tourism is often defined only as a trip for recreation, holidays, or family visits in a relatively short period of time. Based on theory, tourism is the activity of traveling to various type of places with different purposes in a short time.

The type of tourism depends on the creativity that manages the tourism industry. The Tourism, Culture, and Sports Sector of Siak Regency 2020 booklet shows that there are a number of tourist objects, including:

1. Historical tourism. For example, a museum
2. Cultural tourism. For example, festivals that exist in an area.
3. Natural tourism. Such as beaches, mountains, lakes, and rivers.
4. Man-made tourism. For example, a garden.
5. Sport event tourim. For example, bicycle race
6. Craft tourism. For example, Making *tenun*
7. Culinary tourism. Such as street foods and the typical food in an area.

b. Tourist Destination

Objects that must be considered in the development of an area into a tourist destination so that it can be interesting to be visited by tourists must meet three conditions, According to Helpiastuti in (Yoeti 1985) objects that must be considered in the development of an area into a tourist destination so that it can be interesting to be visited by tourists must meet three conditions, namely:

a. Something to do, related to tourist activities in tourist areas. Something to do is so that tourists who do tourism there can do something useful to give a feeling of pleasure, happiness, relaxation in the form of recreational facilities, whether it's a playground or a place to eat, especially the typical food of the place there.

Something to buy is a facility for shopping tourists, which is generally a characteristic or icon of the area making it suitable for taking souvenirs or eats

The Nature of Website

a. Defenition of Website

A website is formed by combining multiple web pages that can be accessed through a browser. Website concept according to Nurmi (2017) A website or site can also be seen as a collection of pages that show text, still or moving picture data, animation data, sound, video, and/or a combination of all of these, both static and dynamic, to create a network of interconnected buildings (hyperlink). Here are some of the most widely used CMS, including:

1. Wordpress (Website: http://www.wordpress.org)
2. Joomla (Website: http://www.joomla.org)
3. Drupal (Website: http://www.drupal.org)
4. Google Sites (Websites: http://sites.google.com)

In addition, according to Arief in Penda (2018) web is an application that comprises multimedia materials (text, photos, sound, animation, video) and is accessible via the HTP (hypertext transfer protocol) protocol and software known as a browser. Therefore, it can be conclude that website is a collection of multiple web pages that can be accessed through a browser that contains multimedia content (text, photos, sound, animation, video) and can be accessed via the HTTP protocol. Among the website's features are:

1. Advertising Media
2. Media Promotion
3. Information and Communication Media
4. Learning Media
5. Media of Communication

b. Google Sites

Google Sites is a website creation tool provided by Google that allows users to build and publish websites without the need for coding knowledge. It is part of the Google Workspace (formerly known as G Suite) suite of productivity tools. With Google Sites, users can create websites for various purposes, such as personal blogs, project portfolios, team collaboration sites, or educational resources.

Google Sites offers a user-friendly and intuitive interface, making it easy for individuals and teams to design and customize their websites. Users can choose from various templates and themes, add text, images, videos, and other multimedia elements, as well as

embed content from other Google services like Google Drive, Google Calendar, and more. Collaboration is also a key feature of Google Sites, enabling multiple users to work on the same website simultaneously, making it ideal for group projects and team-based websites.

Once the website is ready, users can publish it to the web with a Google Sites domain (e.g., sites.google.com/your-site) or use a custom domain for a more professional appearance. Google Sites is a versatile and accessible tool that allows users to create functional and visually appealing websites with ease.

The Nature of Writing

Writing is a method of communication that involves representing language and thoughts through visible symbols or characters, which can be inscribed on various surfaces like paper, stone, clay, or digital screens. According to Suastika (2018) stated that writing is a thought process that involves expressing ideas, thoughts, and feelings in written form so that readers can understand them. This definition is also agreed upon by Simarmata (2019), stated that writing can be defined as the expression of one's thoughts, ideas, and feelings through written language.

Similiarly by Ati and Widiyarto (2020), writing is the act of putting ideas, opinions, thoughts, and feelings into words. If the language is organized, systematic, simple, and understandable, the contents of the expression will be comprehended by readers.

Therefore, it can be concluded that writing involves expressing ideas, thoughts, and feelings in written form, with the intention of enabling readers to comprehend the content. Whether inscribed on traditional surfaces such as paper, stone, or clay, or presented on digital screens, writing remains a fundamental means of sharing and preserving human experiences, knowledge, and emotions across time and space.

Related Study

There were other related studies that have been pulled from various sources. That were similar resources to this study. The first was "*Pebuatan Website Pariwisata Unggulan daerah di Kota Jepara*" written by Syarif Hidayatullah et al. (2019). This study explained building a tourist website to enhance regional tourism attractions in Jepara. The result of this study is website built can assist travellers in locating tourist destinations using the information given on the website.

The experiment was carried out by accessing the tourism website online over the internet. The trial of the website accessed over the internet online may function well, allowing the website to provide information for the public, particularly those outside of Jepara, to find references to tourism objects they wish to visit.

The second study has been done by is *Membangun Website Sistem Informasi Dinas Pariwisata*" by Nurmi. (2017). The purpose of this study is creating and providing information about tourist destinations.

The distinction between the aforementioned studies and the current study was that the first previous study focused on creating websites using the computer languages PHP, CSS, and HTML, which differs from the prior studies. The second previous study focused on the construction of the department of tourist office's website information system and how websites. On the other hand, this study attempted to create an English website about historical tourist destinations using features that Google Sites has been providing.

METHODOLOGY OF STUDY

The methodology is absolutely needed in any research in order to find the accurate, and effective research. This method presented the descriptive of the research method used in the study. According to Sugiyono (2007), the descriptive method is a method that aims to describe or give an overview of the object without analyzing and making general conclusions and putting forward ways of presenting data. Similiarly by Ramdhan (2021), state that the descriptive method is used to present a detailed account of research findings, with the objective of offering a description, explanation, and validation of the phenomenon under investigation. Correspondingly, the present study elaborates on the procedures involved in creating an English website featuring historical tour destinations in Siak.

It can be concluded that descriptive method aims to provide a detailed account of research findings, offering explanations and validation of the investigated phenomenon. In the current study, the focus is on the procedures for creating an English website showcasing historical tour destinations in Siak.

This method was done by collecting data using interviews, literature studies, and direct observation. Since this study focus on making a product, in the process of a making an English website that requires descriptive methods.

RESULT AND DISCUSSION

The outcome of the research was making an English website that informing about historical tourist destination in Siak. Beside an English website, it also attached *bahasa* version in order Indonesian can read the information inside.

The website has already done and can be accessed on greattour.id or https://sites.google.com/view/finalprojectsuci/home

The website encompasses various menus and categories, as outlined below:

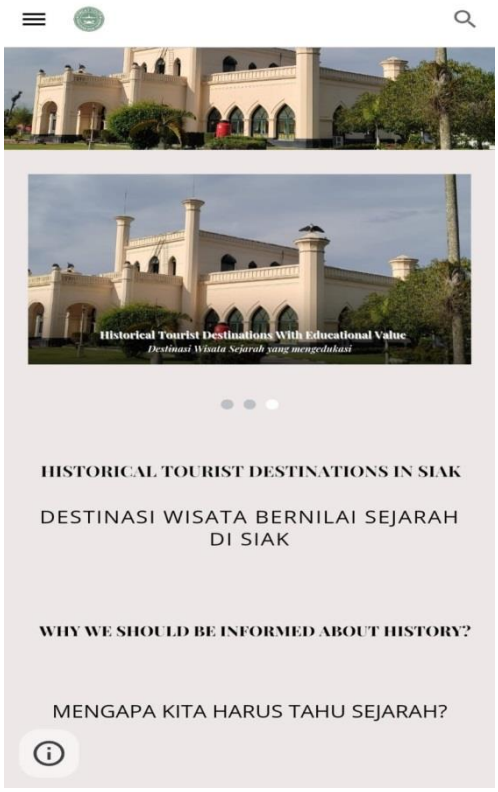


Figure 1 The Home



Figure 2 Explore Page

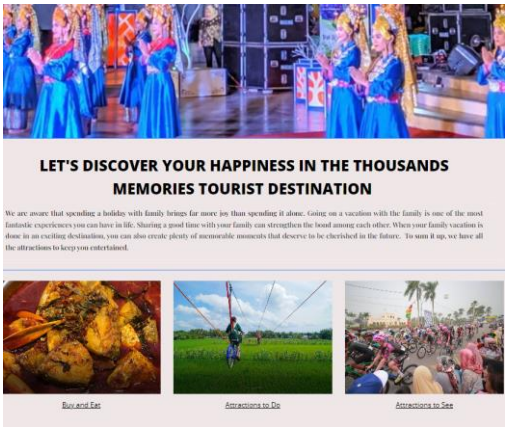


Figure 3 Attractions Page

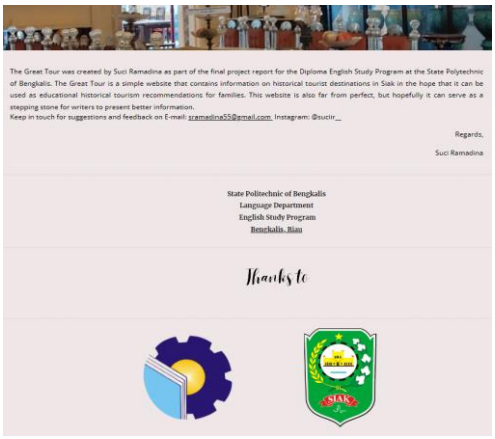


Figure 4 Find-Me on Page

CONCLUSION AND SUGGESTION

Conclusions

The primary objective of this study was to develop an English website for the historical tourist destinations in Siak which displaying English and *bahasa.* The whole result of this study was a website consists of a slideshow and four of menu such as The menu of the website consists of *Home* which displayed introduction of the website. *Explore Siak* had main content about historical tourist destinations. *Attractions* displayed recommendations or another activities that tourist can do beside enjoying the destinations. *Find Me-On* displayed acknowledgement and E-mail for the feedback and suggestions.This website and the final project underwent a number of processes, beginning with the gathering of materials or data, designing the website, and connecting to the hosting and domain The slideshow contained three kinds of banner in picture format were made by source code.

Suggestion

The problems faced during the project were using the applications to design the wesite. The difficulty in using the applications occurred because the knowledge was not enough to optimize the processes. Therefore, in order to optimize the result

of the product, it would be better there was a profesional programmer to help operate the applications

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