

building inclusive tourism in Bejiharjo village with pindul cave tourism objects

by Pujaningsih, Ed. D/NIDN: 0006128101 Dr. phil. Ir. Mashoedah, S.Pd, M.T/NIDN: 0008117005 Dr. Iis Prasetyo, M.M/NIDN:0024098003 Dr. Budi Astuti, M.Si/NIDN: 0008087705

ABSTRACT

Activities in the 2022 Matching Fund program are building *inclusive* tourism in Bejiharjo village with pindul cave tourism objects. These activities include: (1) needs analysis and (2) development of *virtual reality* Gua Pindul. Mapping starts from looking at market opportunities in potential consumers consisting of the elderly, individuals with special needs and children mapped from two points of view. First, from visitors who are visiting tourist attractions to explore the need for diversification of services for visitors. Second, prospective visitors from marginalized groups (elderly, individuals with special needs, and children). Both information provide a detailed picture of the services needed for marginalized groups as inclusive tourism so that they can enjoy the attractions of Pindul Cave. Then after the next needs analysis is to map the nominal funding allocation for tourism needs, frequency and when tours are carried out, things considered in choosing the intended tourist destination, services that are expected to exist in tourist objects, services that have been found and help accommodate special needs (elderly, children, and individuals with disabilities). The needs analysis was carried out by conducting surveys and FGDs with BUMDes management partners, Yogyakarta Disability Organizations and the Bejiharjo disability community

The results of the Pindul cave visitor survey were conducted by 12 interns majoring in Out-of-School Education to 97 respondents (N males = 28.39%, N females = 69.71%) when they visited Pindul Cave and chose not to go down to the cave. The results of this survey include a) fear of water, b) have been, and c) fear of drowning. The information was explored in depth through FGD to develop VR prototypes and *inclusive tourism* services in Pindul Cave. VR prototypes and VR guidebooks have been tested to tour managers and tourists who visit Pindul Cave with good results. In the future, as a follow-up to this activity, VR improvements are needed to facilitate the accessibility of VR information for blind and hearing disabilities. In addition, training is needed for tour guides and tour managers to be able to interact and provide inclusive services for elderly and disabled visitors. Both of these are proposed in the second year MF program.

The obstacles faced were a late decrease in funds, which had an impact on collecting data, making replicas of Pindul Cave, developing VR prototypes and compiling articles. The use of the budget from DIKTI amounted to IDR 137,080,000.00, BUMDes Partner funds IDR 132,360,000.00, Higher Education funds IDR 8,170,000.00. The output of this activity is VR gua pindul, VR Management and Use Guide and Inclusive Tourism Virtual Reality Application Guide Manual.

Kata Kunci: *inclusive tourism, need assessment, survey, cave*