



REPUBLIK INDONESIA
KEMENTERIAN HUKUM DAN HAK ASASI MANUSIA

SURAT PENCATATAN CIPTAAN

Dalam rangka perlindungan ciptaan di bidang ilmu pengetahuan, seni dan sastra berdasarkan Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta, dengan ini menerangkan:

Nomor dan tanggal permohonan : EC00201980216, 6 November 2019

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Kewarganegaraan : Indonesia
Jenis Ciptaan : **Buku Panduan/Petunjuk**
Judul Ciptaan : **A Guidance For Playing The Board - Card Game " A Cross - Cultural Trip Around The World**

Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia : 10 Oktober 2019, di Surabaya

Jangka waktu perlindungan : Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman.

Nomor pencatatan : 000162738

adalah benar berdasarkan keterangan yang diberikan oleh Pemohon.
Surat Pencatatan Hak Cipta atau produk Hak terkait ini sesuai dengan Pasal 72 Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta.



a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR JENDERAL KEKAYAAN INTELEKTUAL

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Buku ini merupakan buku panduan

The Board-Card Game facilitates learning Business Cross Culture and help reinforce and memorize some particular words across cultures in fun ways. There are 100 cards in one box of the game. There are four players and one scorer in the games. The aim of the game is to enrich Cross cultural knowledge for tourists and businessmen. All the players also have to understand the game rules and regulations.

Tanggal pertama kali diumumkan: Maret 2019

Tempat pertama kali diumumkan: Indonesia

Kota pertama kali diumumkan: Surabaya

Nama pencipta: Drs Singgih Widodo Limantoro, M.Pd

Kewarganegaraan : WNI

Alamat: Jalan Krukah Utara 56 Surabaya

Kode pos: 60245

Kota: Surabaya

Provinsi : Jawa Timur

Nama game: A Cross Cultural Trip Around the World

**A Guidance Booklet
for Playing the Board-Card Game
An Cross-Cultural Trip Around the**

**CROSS CULTURAL
TRIP** World

AROUND THE WORLD

- ★ Cross Cultural Knowledge
- ★ Verbal Communication
- ★ Non-Verbal Communication



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About the board-card game

The board-card game entitled A Cross-Cultural Trip Around the World consists of cards, the game board, and pawns. For the cards, there are 100 normal cards, 4 bonus cards, 2 super bonus cards, 4 trap cards, and 2 super trap cards used in this game. a normal card means one step forward if the player could answer the question in the card, but if the player can not answer the question correctly, the pawn will remain in the same box/ position. The bonus card means that the pawn can have 3 steps forward without answering any question, while the super bonus card means that the pawn can have 5 steps forward without answering any question. The trap card means that the pawn can have 3 steps backward without answering any question, while the super trap card means that the pawn can have 5 steps backward

without answering any question. Further, the game board has many boxes that the pawn of each player has to go on their journey/ trip starting from the start box until the finish box. The winner will be the pawn of the player that could reach the finish box first. Furthermore, there are 4 different colorful pawns that represent 4 players in the game. There are 4 players and one facilitator of this game. The facilitator is given the answer key of the questions and should also moderate/ lead the game. based on the answer key given, the facilitator could decide whether each player' answer/ response is correct or not.

Purpose: to enrich cross-cultural knowledge (cognition) for tourists and businessmen

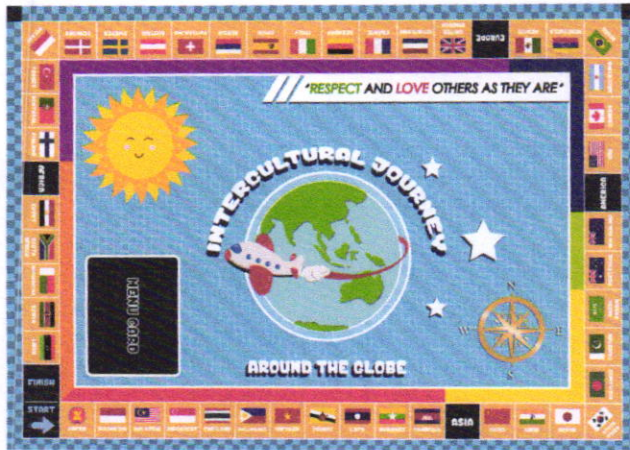


Figure 1: the game board of a cross- cultural trip around the world

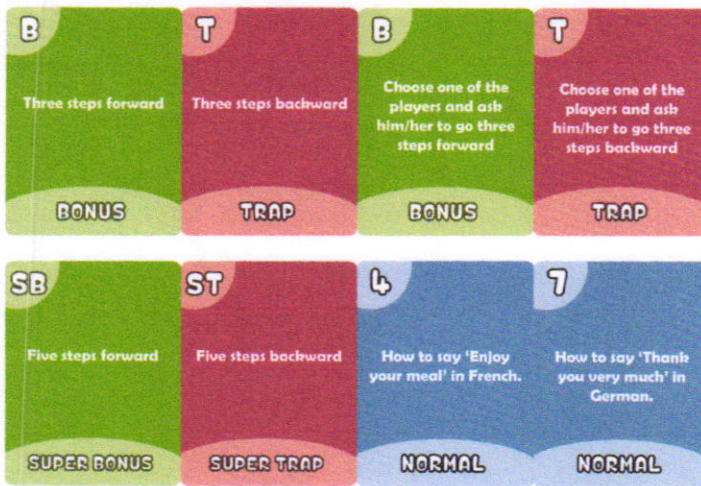


Figure 2: kinds of cards of a cross- cultural trip

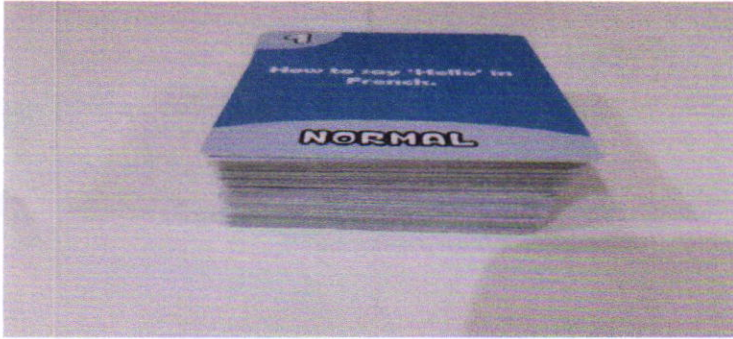


Figure 3: cards of a cross- cultural trip (above)



Figure 4: cards of a cross- cultural trip (back)

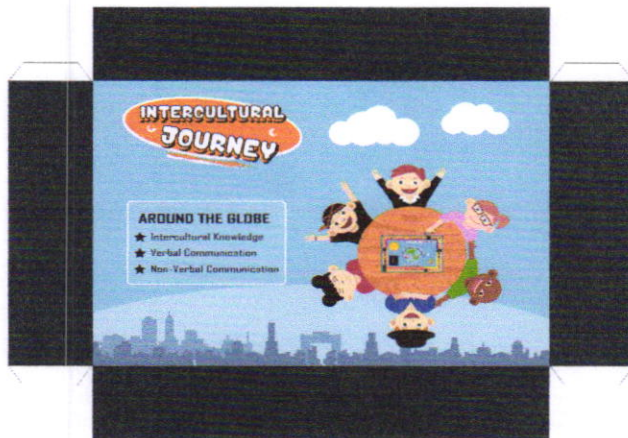


Figure 5: The box of the game A Cross-cultural trip around the world

The game rules

There are four players and one facilitator who participate in the game.

- All players must not use smart-phones when playing this game except the facilitators that use the smart-phones for counting in ten seconds by using the clock apps.

- The able student could be chosen as the facilitator
- The facilitator duties are moderating the game and checking the players' answers whether they are correct or not. (If the facilitator is not sure the players' answers, he/ she can ask the teacher- in-charge)
- The facilitator has to make sure that all players in the group understand how to play and are ready to play the game.
- All players play the game by taking turns (in clockwise direction) to take only one card each time
- if the player can answer it correctly, he/ she can move one step forward. But if the player can't

answer it or can answer it wrongly, he/ she remains in his/ her position

- If the player can't answer the question correctly, he/ she can give the card to the next players (in clockwise direction).
- If all the players can't answer the question correctly, the facilitator would explain the correct answer
- There are five kinds of cards - normal, bonus & super bonus, and trap & super trap. If the card is normal, the player can move one step forward for the correct answer. If the card is bonus, the player can move three steps forwards or the player can ask another player to move three steps forwards. If the card is super bonus, the player can move five steps forwards. If the card is trap,

the player should move three steps backwards or can ask another player to move three steps backwards. If the card is super trap, the player can move five steps backwards.

- If the cards are up but nobody reaches the finish line, the facilitators can use the whole cards again by shuffling all cards again.
- Each group starts and ends the game by clapping their hands to enhance the joy/ fun
- The first player that enters or could be over the finish line would be the winner.

Game Instructions

- The facilitator shuffles the cards
- The facilitator asks all the players of his/ her group to clap their hands to start the game

- A player takes one card to read by heart first, then to show it to the other players of the group
- When the player takes the card, the facilitator counts in ten seconds by the clock apps of the smart-phone while the player should give the correct answer. If the player can't find the correct answer in ten seconds, the card should be given to the next player, then the next player has to do the same way as the previous player does. But if all players can't find the correct answer, the facilitator explains the correct answer.
- When the game is over, the facilitator asks the players of the group to clap hands.
- The first player that enters or could be over the finish line would be the winner

Surabaya, September 2019

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