

Research Article

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The Development of Hotel Restaurant Glossary Cards for Kindergarten Students of Fatimah 7 Palembang

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Abstract

Vocabulary mastery or glossary for children is necessary in learning English because a good understanding of vocabulary will support the ability to master English skills. Card media is one of the print learning media that can be used by children to master vocabulary quickly. The purpose of this study was to determine the form of development of hotel restaurant glossary cards for Fatimah 7 Palembang Kindergarten students. This study was conducted using the Research & Development approach developed by Plomp (1997) with the stages of preliminary investigation, designing, realization/construction, testing, evaluation, and revision, and implementation. Data was collected through interviews. The study was conducted in July-November 2023 with the population and sample of Fatimah 7 Palembang Kindergarten students. The final product was glossary cards that had been tested and validated by experts of linguistic, content and design. This study produced product outputs in the form of a final report, SINTA accredited scientific articles, and Hotel Restaurant Glossary Cards products registered in HKI.

Keywords: Glossary card; kindergarten students; vocabulary mastery

1. Introduction

English is an international language that is very important to master (Maduwu, 2016). The importance of English in the development of technology, information and industry today needs to be the concern of all parties, not only adults but also children who will be the next generation of every nation. According to affective theory, at the age of children, input will be easier to become intake because affective conditions in children are still very good. This effective factor supports experts to approve English to be taught since elementary school (Sutarsyah, 2017). Learning English as a foreign language in Indonesia has begun to reach the early childhood education level recently, (Arumsari & Arifin, 2017). It becomes a concern that children should be able to have the ability to learn English well. Moreover, children are one of the assets of the nation and state who will later become state administrators, (Putranti & Ambawani, 2019). Therefore, the introduction of English to children is very important to increase their competitiveness in continuing education at the next stage. One way that children can face the competition they will face is by trying simple ways that can help them to get to know the global world. Recognizing the fact that English is important in the future, learning English as early as possible should be applied by children.

Getting to know and learning English (as one of the languages of international communication) can be done by starting to learn to pronounce letters, vocabulary and use sentences in English properly and correctly. Children will experience difficulties in learning if they are lacking in vocabulary mastery or glossary mastery (Andalas, 2019). In learning English, learners will be able to understand the language well and fluently, if they master a lot of vocabulary in English because the key to understanding language is knowing the meaning and significance of words. According to Hidayati (2018), one of the obstacles faced when learning English was when pronouncing a vocabulary, because this language has a way of reading that is different from Indonesian. Based on this reason, it is necessary to provide understanding or learning to children about mastering English vocabulary or glossary. One sector that supports proactively English is the hospitality sector, especially in hotels. In hotel restaurants, there are a lot of vocabularies that explain tools, and the food and beverages in the form of menus in English. Knowing the meaning of tools in the restaurant can make children avoid misunderstandings of use.

Based on the author's experience teaching English and conducting mini survey related to the hotel restaurant glossaries at one of the English study centers in Palembang, which was conducted by 20 children, there is only 1 person who can answer correctly more than 5 questions. On the average they only can answer 3 questions correctly. From that case, the writer can conclude that they have not known about the restaurant's glossaries well. Realizing the importance of choosing the menu and tools in restaurants, the accessibility and knowledge about restaurant should be got by children. It also makes the writer believe if the exclusivity of restaurant vocabulary should be learned by children through the creative way in order to master the vocabulary effectively.

The existence of media makes it easier to transfer knowledge and makes it easier for children as learners to understand the learning process (Khuluqo, 2017). Submission of material and messages in the learning process will also be easier and more effective so that it will increase children's interest and motivation in learning. One of the learning media is card media. Card media is one of the printed learning media. Card media contains pictures that can train children and enrich vocabulary. Media cards are quite effective, easy to make, and don't cost a lot (Aulya, Zulyusri, & Rahmawati, 2021). Card media can make children active and learn while playing. So, this media will help children to quickly understand the material in the form of vocabulary related to hotel restaurants.

In this study, the writer is interested in designing the glossaries of the hospitality industry through cards. In addition, card media contains certain pictures or writing that can be used in developing the learning of children. Therefore, based on the description above, the writer is interested in conducting a development product with the title "Hotel Restaurant Glossary Cards for Kindergarten Students of Fatimah 7 Palembang."

Glossary

A glossary is an alphabetical list of terms in a particular domain of knowledge with definitions for those terms. A glossary is usually at the end of a book and includes terms in the book that are newly introduced or at least not commonly found (Susanti, 2016). Meanwhile, Sulityo (2014) said that a glossary is an alphabetical collection of important word lists or terms that define a particular field of knowledge. Glossary will be able to meet the need for words or terms used in science to prevent confusion and misunderstanding. Glossaries are written in knowledge or scientific books that have various terms that people do not know. A glossary is no different from a dictionary to look up definitions of various words. But in books, the glossary only contains terms that are in the book. The existence of this glossary will help the reader to understand the meaning of the terms used in the book (Bukunesia, 2022). From the above understanding, it can be concluded that a glossary is an alphabetical list that guides the reader to know the important words. Usda (2020) states that the functions of the Glossary are as follows: (1) to make it easier to understand scientific terms found in a

book; (2) as a source of scientific enrichment which includes a collection of scientific terms in foreign languages; (3) able to enrich linguistic repertoire; (4) presenting words and their meanings related to books to make it easier for us to understand a word; and (5) presenting index words or difficult words listed in the book.

Card

Card is a teaching aid made of paper, usually there are interesting words, expressions and pictures. Cards are also used as a form of educational games in learning to improve several aspects including training independence, developing memory and increasing the number of new vocabulary (Masna, 2022). Faizah (2022) said that the advantages of cards are as follows: (1) Easy to carry anywhere: because the card is small so it can be easily put in a pocket or bag. It's easy to use anywhere, outside or inside the classroom and doesn't require a large space. (2) Practical: in terms of use and manufacture, the card does not require access to electricity. To use it, arrange the pictures according to your needs. When they have been used, they can be stored again by tying them up and putting them in a box. (3) Easy to remember: the combination of words and images will make it easier for children to recognize the images in their memory and will easily remember the available text providing clear information to find out the name of the image in question. (4) Fun: card media can make users feel challenged to look for the names of certain objects on the cards, this will make learning something interesting and not monotonous.

Hotel Restaurant

A restaurant is a place that provides food and beverage services. According to Atmojo (2005), a restaurant is a place or building that is commercially organized, and provides good service to all consumers in the form of food and drinks. The hotel restaurant is part of a hotel that provides food and beverage services for both guests who stay overnight and do not. The main task of the restaurant is to prepare and serve food and beverages to guests who eat in the restaurant (Tangean, 2019). Meanwhile, according to Pendidikan (2023), restaurant in general can be defined as a space or place that is commercially organized to provide services in the form of food and drink available in it, so a restaurant in a hotel company is a means of selling and serving food and drinks in a hotel. So, from the definition above can be concluded that hotel restaurant provides food and beverage service in the hotel to the guests. According to Ruswanti (2022), hotel restaurant glossary can help the guests avoid misunderstandings and therefore to save time. The following is a list of hotel restaurant glossaries in English:

Table 1. List of Hotel Restaurant Glossaries

1	A <i>Appetizer</i> : food served in small portions with the aim of arousing appetite before the main meal	6	F <i>Fast food</i> : makanan yang dapat disiapkan dengan cepat dan mudah dan dijual di restoran dan snack bar sebagai makanan cepat saji atau dibawa keluar.
2	B <i>Bacon</i> : cured meat from the sides and belly of a pig, having distinct strips of fat and typically served in thin slices.	7	H <i>Hygiene</i> : conditions or practices conducive to maintaining health and preventing disease, especially through cleanliness.
3	C <i>Course</i> : a dish, or a set of dishes served together, forming one of the successive parts of a meal.	8	M <i>Main course</i> : the most substantial course of a meal. <i>Menu</i> : a list of dishes available in a restaurant.
4	D <i>Dessert</i> : the sweet course eaten at the end of a meal.	9	N <i>Napkin</i> : a square piece of cloth or paper used at a meal to wipe the fingers or lips and to protect garments, or to serve food on.
5	E <i>Equipment</i> : the necessary items for a particular purpose.		

2. Methods

This research methodology will be developed by the researcher through research and development. In this project, a modification of research and development will be developed by Plomp (1997). This research and development method consists of five stages: preliminary investigation, design, realization/construction, testing, evaluation, and revision, and implementation. In the investigation stage, researchers found various aspects of hotel restaurant cards and glossaries to collect information about hotel restaurant glossaries and how to make good cards. Then at the design stage, researchers used a framework from (Zagel, Grimm, & Luo, 2019) about the stages of card design. It consists of two stages, namely designing the images such as adjusting the images to the glossary of hotel restaurant words and choosing card colors suitable for children, and designing the card layout such as finding the most suitable layout for the card and arranging the layout based on the alphabet, images, glossary, phonetic symbols, and word meanings. In the next stage, the researcher constructed the card design with the help of three experts in their respective fields, namely, linguists, material experts, and design experts. In the testing stage, the product draft made by the researcher is tested, evaluated, and revised. The last stage is implementation, where the product has passed the evaluation process and is declared valid, the resulting product is ready to be introduced to the general public. At this final stage, researchers try and promote their products to the public so that they are ready for sale.

The data of this research was collected through interviews conducted with 3 experts, namely linguists, material experts, and design experts. The interview aspects explored were related to grammar, word choice, content suitability, and card design as learning media. The research data needs to be analyzed to obtain information for decision making. Data analysis of trial results in this development research is descriptive. Data analysis in this study using qualitative data was analyzed using a reflective thinking and interpretation approach. In general, interpretation seeks to understand the situation through the meaning of people. Meanwhile, reflective thinking is a data analysis in the form of comparing the relevant theory with the results of field tests to find out the gap. Gaps need to be resolved with reflective thinking.

3. Results

The process of creating this product consists of Preliminary Investigation, Designing, Realization or Construction, Testing, Evaluation, and Revision, and Implementation. The writer can describe the steps as follows:

3.1. Preliminary Investigation

During preliminary investigation, it is found that there are two stages in making the card. They are designing the picture such as adjusting the picture with the hotel restaurant glossary words and choosing suitable color of card for children, and designing the card such as discovering the most suitable layout for card and organizing the layout based on the alphabet, picture, glossary, and phonetic symbol.

3.2. Designing

In this stage, the writer found that there were two steps in designing:

3.2.1. Concept the Idea

The writer made the card by considering about the content. The writer collected the data of hotel restaurant glossaries from the website and chose the suitable one.

3.2.2. Visual Analysis

The writer chose the background of the card with colourful bright colours in order to attract the children. The picture on the card was designed in cartoon. For collecting the picture and putting on the card, the writer used the Freepik website and Pinterest application. Freepik is an image bank website. The platform distributes its content with the High Definition (HD) images, so the image will not be broken or blurry when zoomed in. In order to choose the best picture, the writer used the Pinterest application for the comparison. Pinterest is an American image-sharing and social media service designed to enable the saving and discovery of information specifically the idea on the internet using images and, on a smaller scale, animated GIFs and videos, in the form of pinboards. With the millions of pictures saved on the Pinterest platform, the writer could find a suitable picture, especially with High Definition (HD) one. The writer used Canva application to edit the picture. Canva is an online design and visual communication platform with a mission to empower everyone in the world to design anything and publish anywhere. Canva is also very accessible to use.

3.3. Realization or Construction

In this stage, it is found that the writer made the draft card model based on the stage that has been conveyed in the previous stage. The hotel restaurant glossary card consists of 32 cards. Below is the draft of the cards.

Table 2. Draft of Hotel Restaurant Glossary Card

Hotel Restaurant	Phonetic Symbol	Descriptions
PEOPLE IN HOTEL RESTAURANT		

1. C
Chef

/ʃef/

A person whose job is to cook, especially the most senior person in a restaurant, hotel, etc.



Source: 1

2. G
Guest

/gest/

A customer in a restaurant



Source: 2

3. W
Waiter

/'weɪtər/

A man whose job is to serve customers at their tables in a restaurant, etc.



Source: 3

4. W
Waitress

/'weɪtrəs/

A woman whose job is to serve customers at their tables in a restaurant, etc.



Source: 4

MEALS IN HOTEL RESTAURANT

1. A
Appetizer

/'æpɪtaɪzər/

A small amount of food or a drink that you have before a meal

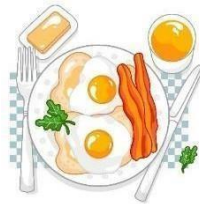


Source: 5

2. B
Breakfast

/'brekfəst/

The first meal of the day



Source: 6

3. D
Dessert

/di'zɜ:rt/

Sweet food eaten at the end of a meal



Source: 7

4. D
Dinner

/'dɪnər/

The main meal of the day, eaten either in the middle of the day or in the evening



Source: 8

5. L
Lunch

/lʌntʃ/

A meal eaten in the middle of the day



Source: 9

6. M Main Course	/ˌmɛm 'kɔːrs/	The main or largest part of the meal
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Source: 10

ACTIVITIES IN HOTEL RESTAURANT

1. D Drink	/drɪŋk/	Take liquid into your mouth and then down your throat into your stomach
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Source: 11

2. E Eat	/i:t/	Put food in your mouth, bite it and swallow it
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Source: 12

The glossaries of hotel restaurant are written on the card. Each card contains a glossary of hotel restaurant. The card has two sides, the front side contains the alphabets, the picture of hotel restaurant and the word of hotel restaurant, back side contains the word of hotel restaurant, the phonetic symbol, and a glossary of the hotel restaurant. The card size is 8.5 cm by 6 cm. The cards are classified into 6 categories, such as the people, meals, activities, places, tools, and items. The examples of card are shown in Figure 1 and Figure 2.



Figure 1. Draft of the front side of card



Figure 2. Draft of the black side of card

After making the hotel restaurant glossary cards, the writer made the cover of hotel restaurant glossary card. The cover of the card can provide information about the contents of the card, such as the topic, letters, numbers, or images in it. This helps children quickly identify the contents of the cards and makes learning and playing easier. An attractive and brightly colored cover can captivate a child's attention. With an attractive appearance, children will be more interested in using and interacting with the cards. This can increase motivation in learning and playing. Overall, the cover of card is important for identification and visual interest. The example of the card cover is shown in Figure 3.

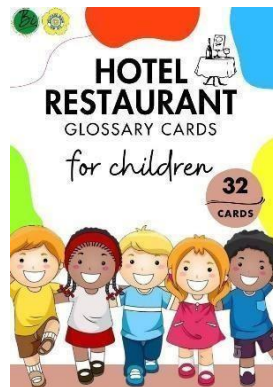


Figure 3. Draft of card cover

The writer also made the cards to divide one category to another which can be said as the classification cards. The example of the card classification is shown in Figure 4.



Figure 4. Draft of card classification

3.4. Testing, Evaluating, and Revision

In the testing, evaluating, and revision stage, the card draft was tested by some experts. The aspects are content, linguistic, and design.

3.4.1. Content

The content was commented by Mrs. Elly as the senior teacher in Junior English Course Palembang. She evaluated the cards to assess the suitability of the cards for children. She said that there is one inappropriate word for kids which is 'wine'. She suggested the writer change that word into 'waitress' as well as to increase the knowledge of the children about the different word of server. Then, the writer revised the mistakes by replacing the previous words.

Table 3. Mistakes in Content and the revision

No.	Original sentence	Revised sentence
1.	Wine /wain/ Minuman Anggur Alcoholic drink made from the juice of grapes that has been left to ferment	waitress /'weɪtrəs/ Pelayan Wanita A woman whose job is to serve customers at their tables in a restaurant.

3.4.2. Linguistic

The linguistic part from the card was commented by Mrs. Ningrum. On the sentences, there were mistakes in grammar and word choice. She suggested the writer revise the mistakes.


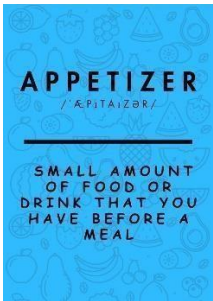



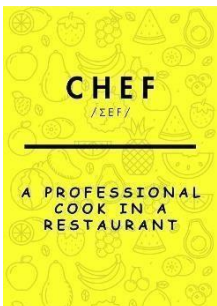

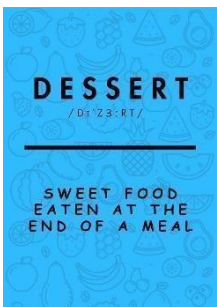
Table 4. Mistakes in Content and the revision

No.	Original Sentence	Revised Sentence
1.	Hotel Restaurant Glossary Card For Children	Hotel Restaurant Glossary Cards for Children
2.	Chef A person whose job is to cook	Chef A professional cook in a restaurant
3.	Reservation A seat on the restaurant to be kept for you.	Reservation A seat in the restaurant to be kept for you.

3.4.3. Design

The design was commented by Mr. Ori as a manager of F18 Printing Palembang. He suggested the writer to change the dotted line into the usual thick line in order to make a clear dividing line between the meaning and the description of the words on the back of cards. He also added that the cards were too simple for the kids without the additional ornament. So, he suggested the writer to add the ornaments of food with lower opacity or transparency. The last one, he suggested to change the color of the card into the bright color.

Table 5. Mistakes in Design and the revision

No.	Original Product	Revised Product
1.		
2.		
3.		
4.		

5.



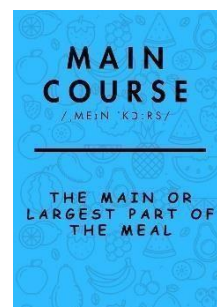
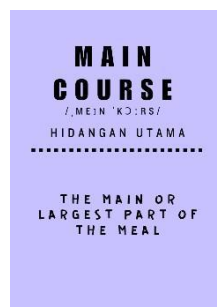
6.



7.



8.



9.



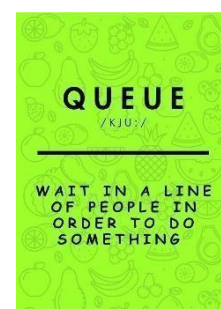
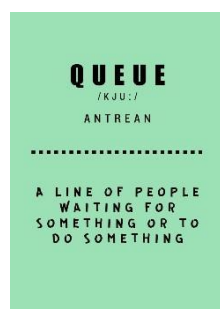
10.



11.



12.



13.



3.5. Implementation

After the previous stage, which was the testing, evaluating, and revision stage, the writer found the better understanding of creating the card from three experts. In this stage, the writer found the place to print the card which is in Ruang Cipta Nusantara. The writer hopes to make a positive contribution to the development of more interactive and interesting learning methods for children, especially in the scope of hotel restaurants. The writer also hopes that these cards can help children acquire new knowledge and skills in a fun way, thereby strengthening their interest and motivation in learning.

4. Discussion

In discussion section, the writer discussed the findings with the theories of designing hotel restaurant glossary cards in English for children. The writer found two stages in making cards from the preliminary investigation process. First the writer chose the bright color as the suitable color for children. They are yellow, green, orange, purple, red, and blue. This is in line with the theory from Fauzia (2017), children tend to choose warm and bright colors that are free, bold, and patterned.

Second is designing the card layout. It related to the alphabet, picture, glossary, and phonetic symbol. Second, the writer chose three font styles for the alphabet, glossary, and phonetic symbol of the card in order to attract the children well. They are Futura, Blueberry, and ComicSans. There are 10 child-friendly fonts (Wild, 2030). They are Comic Sans MS, Sassoon Primary, Gill Sans Infant Std, Andika, Futura, KG Neatly Printed, Mulish, Buffalo, Blueberry, and Muli. The font styles that are chosen by the writer are in line with the theory from Wild.

There are two steps in designing card which are concepting the idea and visual analysis. In concepting the idea, the writer made the card by considering about the content. The writer collected the data of hotel restaurant glossaries from the website and chose the suitable one. The writer researched the website from Kampung Inggris (2020) to choose the suitable words. It is because the website provides some good categories of hotel restaurant glossaries for children. There are twenty-six words that the writer choose based on the categories. In visual analysis, the writer got the difficulties in finding the suitable picture in Pinterest and Freepik. They are because of the limitation. Although there are many free pictures in those two applications, the best quality pictures are usually with the pro mode.

In order to make the clear category in the realization or construction process, the writer classify the cards into six categories. They are people, meals, activities, places, tools, and items in hotel restaurants. Children will be easy to understand the card if the card has the classification. Classification helps to identify, categorize, and understand the various types of hotel restaurant glossaries. These classifications are in line with the theory from Kampung Inggris (2020). There are six categories from that theory. They are food, drink, cutlery, activities, service terms, and location.

There are three sections of the Hotel Restaurant Glossary cards that need to be revised according to experts: Content, Design, and Linguistic.

In this card, there was a suggestion regarding the content of this card from the content expert. Mrs. Elly Sukoco as a senior teacher of Junior English Course Palembang suggested the writer to revise an inappropriate word on the card which was 'wine' into 'waitress'. She said that 'waitress' word would be more reachable to the children as well as to add the new knowledge of children about the different word of 'server'. The more children reach the word, the more they want to learn it. It is line with the idea mentioned by Khuluqo (2017). If the material and messages in the learning process are easier and more effective, it will increase children's interest and motivation in learning if it. The one characteristic of effective material is reachable for children. After getting the comment and suggestion from the expert, the writer revised the content of the Hotel Restaurant Glossary cards.

In the process of writing the descriptions on the cards such as the glossaries, phonetic symbols, and grammar, the writer got many suggestions from the linguistic expert Mrs. Pratiwi Lestari as the lecturer of English department in Sriwijaya State Polytechnic. There were three main parts of suggestion. First, she suggested to revise the writing guideline of capital on the front cover of the card. Second is the grammar part of the card. She said the writer needs to pay attention more to the plural word. The example of utensils, original sentence: A small hand held tool used for food preparation. Revised sentence: Small hand-held tools used for food preparation. The last one was the phonetic symbol of the card. She revised the inconsistency of the phonetic symbols of the card. They should be in American phonetic symbols.

In the process of designing the cards, the writer got the suggestions from the design expert Mr. Ori as the manager of F18 Printing Palembang. There were 2 main things that Mr. Ori suggested to the writer. First was the line on the back of the card between the meaning of the word and the description word. Mr. Ori said that the dotted line was not suitable for the divider. It looked more like the place to answer something. He suggested the writer to change into the black thick line as the divider. Based on his suggestion, it is in line with the idea mentioned by Reid (2019). Reid mentioned that there are six elements of design. One of them is the line. Line encases and contains the pieces of a plan by making frames. They can be thick or thin, smooth, rough, continuous, broken, or continuous. Divider lines must be placed precisely and proportionately in the design. This is important so that the divider line does not distract from the main elements or confuse the eye. Simple border lines tend to be more effective in many designs. The second suggestion from Mr. Ori was the background of the card. He said to the writer to add the ornaments of food with lower opacity or transparency. Using background opacity can focus on the main element and make the texture or pattern more visible. It can show a texture or pattern on the background. By reducing the clarity of the background, the underlying texture or pattern elements can be more visible and add to the beauty of the design. This concept is in line with the idea mentioned by Reid (2019) which is Surface. The surface incorporate textures from the outside world into a composition to give it life.

In implementation process, the writer printed the card in order to produce the card. Based on the definition from the card, card is a teaching aid made of paper, usually there are interesting words, expressions and pictures. The writer chose Ruang Cipta Nusantara as the place to print the card. Ruang Cipta Nusantara offered the good price and quality. Moreover, the place is near the city center. It can decrease the transportation budget of writer to get there. According to the characteristic of the card which are quite effective, easy to make, and don't cost a lot (Aulya, Zulyusri, & Rahmawati, 2021), so the writer realized to choose the best printing place to create good cards.

5. Conclusions

The fact that English is important in the future, learning English as early as possible should be applied by children. Children will experience difficulties in learning if they are lacking in vocabulary

mastery or glossary mastery (Andalas, 2019). One sector that supports proactively English is the hospitality sector, especially in hotel restaurant. Hotel restaurant glossary cards are media in the form of cards to support children learning English. The hotel restaurant glossary card was developed by the writer through research and development by Plomp (1997). This product was made in five stages of production. The first stage is a preliminary investigation where the writer conducted self-research by visiting various websites and finding journals to make the hotel restaurant glossary card. The second stage is designing. This stage consisted of concept the idea and visual analysis. In concepting idea, the writer collected glossaries from many sources and chose the suitable one for children. In visual analysis, the writer looked at the suitability of visuals on the cards. The third stage is the realization or construction where the writer made the draft of the card. The writer made 32 draft cards with one as the card cover and six as the classification of categories. The fourth is testing, evaluating, and revision. In this stage, the draft of the card was tested by experts of content, linguistic, and design. The writer discussed the product together with the experts and revised the product based on the suggestions from the experts. The last stage is implementation where the writer printed the cards.

For further research, the writer has two suggestions. The first is about the design. Designing the card must consider the aspects and elements of design such as fonts, colors, layout, shapes, spaces, and textures. Referring to the children, the design should be able to attract the children by using colorful colors, unique and clear fonts, and entertaining characters. The second is about the content. The content of this card is still limited regarding the hotel restaurant glossary and the classification. Further researchers can develop the content of this product with study more sources related to hotel restaurants, references on how to attract the children's interest, and better preparation related to this research.

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