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Study Of Tourism Travel Patterns In Bantul Regency, Yogyakarta Post Pandemic Covid-19

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Abstract. This study aims to create a pattern of tourist travel in Yogyakarta, especially in Bantul Regency with the approach of Complex Neighborhood, Destination Region Loop, and Chaining Loop. The method used in the preparation of this travel pattern is through a qualitative approach by using primary data and secondary data. The qualitative data (narrative) is then described, grouped, analyzed, and mapped to be made into an image/pattern that can describe a travel pattern. Primary data was obtained through surveys, observations, and interviews with tourism stakeholders. Meanwhile, secondary data was obtained from databases and statistical data available at the Bantul Tourism Office and Yogyakarta Special Region Tourism Office, final reports and the results of relevant activities/research, as well as various other academic references. The results showed that the most visited tourist destinations were Baru Beach, Goa Cemara Beach, Pandansari Beach, Warung Ndeso, Kreet Tourist Village, Tourist Village, Kasongan, Natadamar Mangunan Coffee Shop, Seribu Batu, Glam Camp Bukit Lintang Sewu Mangunan, Tourist Village Banyusumurup.

Keywords. Tourist Attraction; Tourist Destinations; Fam trip; Travel Pattern .

1. Introduction

The tourism industry for the last few decades has become a driving force for the nation's economy. Tourism is one of the industrial fields that support government programs, especially in foreign exchange earnings and development in general [1]. The impact of tourism activities can drive economic growth both on a micro and macro scale. One of the popular tourist attractions in Indonesia is the Special Region of Yogyakarta. The Special Region of Yogyakarta is the second tourist destination after Bali which has a lot of tourism, both natural and artificial tourisms, religious tourism, cultural tourism, culinary tourism, and others. The Special Region of Yogyakarta has four regencies, each of which has tourism potential, these four regencies are Sleman, Kulon Progo, Gunungkidul, and Bantul.

Bantul is one of the regencies in the south of the Special Region of Yogyakarta which is directly adjacent to the Indian Ocean [2]. Bantul has a lot of tourism potentials, including tourist

villages (Tembi, Wukirsari, Manding, Kaki Langit Mangunan), artificial tourism (Kids Fun, Kota Gede Mosque, Kota Gede King's Tomb, Art Market, and Gabusan Tourism), and nature tourism (Parangtritis, Cemara Cave Beach, Selarong Cave, Come Cave, Mangrove Forest). However, at the end of 2019 around mid-December, a resident in Wuhan China was detected by a new virus called Covid-19 and sometime later it was designated as a world disease outbreak by WHO (World Health Organization). The number of the Covid-19 until July 2020 still hasn't gone down. The number of patients with Covid-19 in June-July 2020, both ODP and PDP, actually showed a tendency to increase [3]. On the other hand, the economy sector should never be stucked. Communities must continue to do economic activities to support their lives. This condition is the fruit of simalakama for the community, and also for tourism.

As a result of the Covid-19 pandemic, tourism in Indonesia and throughout the world has been destroyed. Tourism stakeholders have felt the impact of this pandemic which has resulted in both micro and macro losses. The tourism sector has the potential to suffer losses on a significant scale, amounting to 2.7 trillion dollars or around 120 million jobs lost due to the coronavirus outbreak [4]. This condition occurs all over the world with different scales and dimensions. The graph of inter-country travel has decreased dramatically, along with the imposition of travel restrictions by almost all countries [5].

The increase in foreign exchange earnings from the tourism sector nationally is also in line with the increase in the amount of Regional Original Income (PAD) from the tourism sub-sector in the Special Region of Yogyakarta (DIY). The total PAD in DIY from the tourism sub-sector in 2019 was Rp. 606,468,910,587 which increased by 27.6% from the previous year. Of this amount, Bantul Regency was recorded at the 3rd position in obtaining the largest PAD after Yogyakarta City and Kab. Sleman. In addition, the acquisition of PAD Kab. Bantul from the tourism sub-sector in 2019 of Rp. 51,667,905,755 which also experienced an increase of 9.5% from the previous year. WHO (World Health Organization) declared Covid-19 as a world disease outbreak on March 11, 2020 [6]. This was then responded by the government of the Republic of Indonesia through KEPPRES No. 7 of 2020 concerning the Task Force for the Acceleration of Handling Coronavirus Disease (Covid-19) appointed BNPB (National Agency for Disaster Management) as the coordinator. Furthermore, BNPB issued a national Covid-19 emergency response status which was then responded to by each Regional Head Governor, Regent, and Mayor. The determination of the Covid-19 emergency response status in DIY was based on the DIY Governor's Circular No. 1/SE/III/2020, which was then followed up with the Bantul Regent's Instruction No. 1/INSTR/2020. Determining all activities that have the potential for crowds to be dismissed. It has an impact on the closure of all tourist destinations and all activities which support tourism activities.

Based on the Bantul Regent's Circular No. 556/02551 concerning Trial Opening of Tourist Objects/Recreational Places with the Implementation of the Covid-19 Health Protocol, and Bantul Regent's Decree No. 531 of 2020 concerning the Establishment of the Task Force for Handling the Corona Virus Disease 2019 (Covid-19), Bantul Regency attempt to do an economic recovery through the tourism sector as its locomotive. Economic recovery through the tourism sector can be achieved if the number of tourist visits increases.

Several efforts and attempts can be done to encourage recovery and increase the number of tourist visits, one of which is to develop a tourism marketing and promotion system. Referring to the tourism marketing program strategy stated in the RIPPARDA Kab. Bantul in 2015–2025, analysing and mapping out the travel patterns is needed. In addition, the results of the analysis of the Bantul Regency tourism market in 2019 also recommended the development of a travel pattern as a form of response to strategic issues related to the existence of YIA and JLLS, as

well as practical issues related to efforts to restore tourism after the Covid-19 pandemic. The Promotion and Marketing Division of the Bantul Regency Tourism Office held a Fam trip activity to determine the model of the travel pattern. It was carried out as a real step and effort for economic recovery in the Bantul Regency through tourism after the Covid-19 pandemic.

2. Literature Review

2.1. Travel Pattern

The travel pattern is an activity of moving from one place to another to carry out tourism activities [7]. This touring activity can be done by visiting several destinations or tourist destinations. It can finally be arranged into a tourist travel pattern. A travel pattern is compiled based on the identification and mapping of the diversity of attractions, accessibility, facilities and infrastructure, length of stay, and distance to tourist attractions [8].

Law dan McKercher classify forms of travel patterns which can be categorized into 6 forms of travel patterns, namely: single point, base site, stopover, chaining loop, destination region loop, and complex neighborhood [9]. The establishment of the tourist travel pattern is also influenced by several factors, including characteristics, motivation, knowledge of the destinations to be visited, and the advantages and uniqueness of tourist destinations [10].

2.2. Traveler Profile

Every tourist who travels has their reasons, motives, and goals. The preparation of tourist travel patterns needs to understand about the profile of tourists so that the arranged pattern is compatible with what is being expected by the tourists. [11] explains that in general, tourist profiles can be categorized into:

- a. Physical Profile. The physical profile is a profile that can be identified through demographic elements, tourist origin, age, gender, occupation, education, etc.
- b. Non-Physical Profile. The non-physical profile is the motive or motivation that is the reason a person travels. [12] explains that a person's motivation to travel consists of several kinds, including:
 - 1) Interpersonal motivation is a person's desire to interact and to understand about the other people/societies;
 - 2) Cultural motivation is a person's desire with various forms of culture and certain society;
 - 3) Physical motivation, is a desire oriented to physical needs such as nature tourism, sports, culinary, health, etc.;
 - 4) Status motivation, is a pride which is obtained when someone is successfully doing or visiting something.

2.3. Tourism Components

The success of developing a tourist attraction is strongly influenced by several components. Cooper in [13] suggests that there are at least 4 components that must be owned by a tourist attraction, including:

- a. Attractions, all kinds of tourist attractions in the form of attractive natural conditions, cultural diversity, performing arts, and artificial tourist attractions.
- b. Amenities, all kinds of facilities and infrastructures which are needed to fulfil the needs of tourists and support tourism activities. The facilities and infrastructures referred to accommodation facilities, restaurants, transportation facilities, and travel agents/bureaus.
- c. Accessibilities, the ease of reaching tourist destinations, such as road access, and modes of transportation. Based on Government Regulation No. 50 of 2011, Tourism Accessibility is

all types of transportation facilities that support the movement of tourists from their origin places to the tourist destinations.

- d. Ancillary services or additional services are provided by tourism organizations or managers to provide tourism services.

Meanwhile, [14] argues that the success of a tourist destination is highly dependent on the 3A's, namely Attractions, Amenities, and Accessibility.

2.4. Tourist Attraction

The tourist attraction is everything that has uniqueness, beauty, and value in the form of the diversity of nature, culture, and man-made products which is chosen as the target or purpose of tourist visits (UU No. 10 2009). In [15] states that without the tourist attractions, tourism activities cannot run well. It is because one's motivation to travel is to enjoy the tourist attraction. Furthermore, [19] (2006) explains that everything that makes tourists interested in visiting an area is called a tourist attraction. Tourist attractions in [13] are divided into 3, among others:

- a. Natural tourist attraction

According to [16], natural tourist attraction is an attraction based on the uniqueness and beauty of nature such as beaches, sunrise and sunset phenomena, panoramic views of lakes, rivers, mountains, waterfalls, and forests. Meanwhile, in [17] stated that natural resources that can be developed into natural tourist attractions are; the wonders and beauty of nature; diversity of flora and fauna; wildlife; natural vegetation; ecosystems that have not been touched by humans; water recreation (lakes, rivers, waterfalls, beaches); hiking; megalithic object; comfortable air temperature and humidity; normal rainfall and so on.

- b. Cultural tourism attraction

According to [18], cultural resources that can be developed into cultural tourism attractions include (1) historical buildings; cirrus monuments; museums; art galleries; cultural sites; (2) contemporary art and sculpture; architecture; textiles; handicraft and arts center; design center; artist studio; film industry; (3) Performing arts; drama; ballet; regional songs; street theatre; photo exhibition; festival; and other special events; (4) religious relics such as temples; religious shrines; mosque; sites; (5) the activities and way of life of the local community; traditional technology. Meanwhile in, [19] states that the attraction of cultural tourism is everything which is produced or derived from the human mind in the form of creativity, initiative, and taste.

- c. Artificial tourist attraction

An artificial tourist attraction is described in the Government Regulation of the Republic of Indonesia No. 50 of 2011 concerning Riparnas as the artificial creations and all other forms of human activities outside the realm of natural and cultural tourism, including recreational and entertainment facilities or theme parks related to motivation for recreation, entertainment or hobby distribution, rest area facilities such as resorts, as well as recreational and sports facilities. Meanwhile in, [20] Ismayanti (2010) states, artificial tourist attractions can be a combination of something made by humans with certain natural conditions.

3. Methodologies

The method used in arranging this travel pattern is by applying a qualitative approach using primary data and secondary data. Qualitative data are then described, grouped, analyzed, and then mapped to be made into an image/pattern that can describe a travel pattern. Primary data were obtained from the results of surveys, observations, and interviews with tourism

stakeholders (tourists, managers, and the government/Tourism Department), as well as various inputs in the form of criticism and suggestions from fam trip participants. Secondary data were obtained from databases and statistical data available at the Bantul Tourism Office and DIY Tourism Office, final reports and the results of relevant activities/research, as well as various other academic references. The samples in this study were tourism actors and entrepreneurs who are related to tourism realm, travel agencies from Madura, Surabaya, and Malang Raya who were the members of the East Java Association of Indonesian Tourism Actors (ASPPI) who carried out these Fam trip activities. Fam trip activities were aimed to identify tourism products and potentials, as well as their various uniqueness, accessibility, facilities, to introduce them to participants and also as a form of trial and model in preparing travel patterns. Furthermore, the data analysis technique of this research was done by applying Miles and Huberman model technique through data reduction, data presentation, and concluding [21]

4. Finding and Discussion

4.1. Finding

4.1.1. Tourist Characteristics.

The results of the research show that the characteristics of the 2021 Bantul Tourists have some data related to the demographics of domestic tourists visiting Bantul, including the following data:

- 1 The age of domestic tourists visiting Bantul is dominated by tourists whose age is between 17-24 years or who are currently widely known as millennial tourists as much as 53%, then the 25-34 year age range is 25%, the 35-44 year age range is 10,2%, the 45-54 year age range as much as 6.3%, and over 55 years as much as 5.5%.
- 2 Based on gender, tourists who are visiting Bantul are dominated by women or 62%, while men are 38%.
- 3 Education levels of domestic tourists who visit Bantul is dominated by tourists with 49.6% from undergraduate students, 31.2% from high school students, 13.8% masters/S3, and 5.4% others, this is relevant to demographic data on the age of tourists who are dominated by millennials.
- 4 While the data of domestic tourists' jobs are also relevant to the demographic data of tourists. The profile of domestic tourists viewed from their jobs is dominated by students as much as 29% and employees as much as 32%.
- 5 The tourists' length of stay in Bantul Regency in 2021 is 1.78 days. Meanwhile, the hotel occupancy rate is 33.68% for starred hotels and 26.58% for non-starred hotels. Yogyakarta Tourism Statistics records the movement of domestic tourists who visit various tourist destinations in Kab. Bantul throughout 2021 was 8,007,795, while foreign tourists were 4,871.

4.1.2. Travel Pattern.

Referring to some of the considerations and data above, as well as the situation and conditions related to tourism travel policies after the Covid-19 pandemic, the focus of the preparation of this travel pattern is for domestic tourists. Therefore, the efforts to restore the tourism industry in Bantul Regency at this time is to increase the number of visits by domestic tourists. The reason is that apart from the dominant number of domestic tourists, there are still restrictions on travelling from abroad for foreign tourists, related to the current Covid-19 pandemic emergency response. Fam trip participants who are considered as the reference in preparing this travel pattern are the tourism actors and travel agents from East Java, including from Madura,

Surabaya, Malang Raya. Fam trip participants, who are dominated by actors and travel agents, are expected to be able to encourage an increase the number of domestic tourist visits to Bantul Regency, with various tour packages that can be arranged based on the travel patterns in this fam trip.

The tourist attraction which is the basis in the preparation of this travel pattern, considers several things which are: the uniqueness of each tourist attraction, elements of education, adequate carrying capacity, easy accessibility, and guarantees of applying the health protocols as a form of adaptation of new habits, especially referring to the guidelines for the New Plesiran Jogja Pranatan, so that it can provide health, safety, and comfort guarantees for visitors/tourists. The destinations and attractions arranged in a travel pattern based on the fam trip itinerary are presented in table 4.1.

Table 1 Recommended Tourist Attractions to Arrange the Travel Patterns

No	Tourist attraction	Description
1	Baru Beach	Natural Tourism
2	Goa Cemara Beach	Natural Tourism
3	Pandansari Beach	Natural Tourism
4	Warung Ndeso	Restaurant
5	Krebet Tourist Village	Souvenir Shopping Tour,
6	Kasongan Tourist Village	Interactive, and Educational Tourism
7	Natadamar Mangunan Coffee Shop	Natural Tourism, Sunset Spots, Restaurants
8	A Thousand Stones	Natural Tourism, Photo Spot
9	Glam Camp Hills Lintang Sewu Mangunan	Natural Tourism, Accommodation
10	Banyusumurup Tourist Village	Interactive and Educational Tourism
11	Srikeminut Tourist Village Sriharjo	Natural Tourism, Adventure
12	Tembi Museum of Culture House	Cultural & Historical Tourism, Restaurants, Accommodation

Source: Field Documentations, 2022

4.2. Discussion

4.2.1. *The model of the travel pattern of the tourist trips which are arranged in outline is divided into 2 models:*

- a. Basic model/travel pattern according to fam trip route: 2D1N travel pattern (Prambanan-Pantai Goa Cemara-Mangunan-Tembi) with Complex Neighborhood travel pattern. This travel pattern is suitable for domestic tourists, considering the time/duration of this travel pattern which is only 2 days 1 night. It makes this pattern suitable for a weekend vacation for the tourists who are on vacation with family or small groups. The mode of transportation is by using private vehicle, minibus/microbus/big bus. The following is the pattern of a 2

day 1 night tour (Goa Cemara Beach-Mangunan-Tembi) with the route: → (Starting point) Prambanan – Baru Beach – Goa Cemara Beach – Pandansari Beach – have lunch at Ingkung Warung Ndeso Santan Tourist Village –Krebet Tourist Village – Kasongan Tourist Village – Sunset at Kopi Natadamar Mangunan – check in at Glam Camp Lintang Sewu Mangunan – Banyusumurup Tourist Village – Srikeminut Tourist Village –Tembi Rumah Budaya Museum – have lunch at Tembi Rumah Budaya – End of Fam trip (Figure 1)

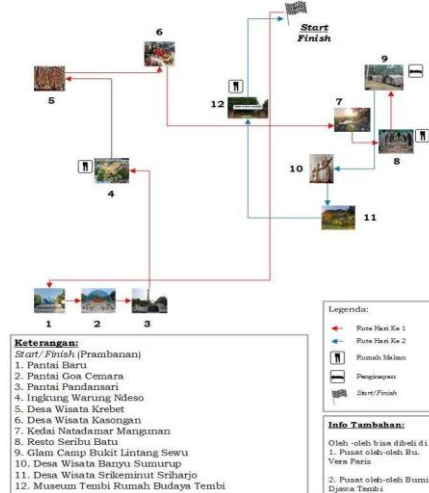


Figure 1 2D1N travel pattern (Prambanan-Cemara-Mangunan-Tembi Cave)

Source: Field Documentations, 2022

- b. Basic Model/travel pattern according to fam trip route: 2D1N travel pattern (Yogyakarta International Airport-Goa Cemara Beach-Mangunan-Tembi) with Destination Region Loop travel pattern. This trip pattern is structured the same as the Fam trip route with a starting point from Yogyakarta International Airport. This pattern is prepared for tourists who come by using the air transportation mode through Yogyakarta International Airport specifically for the morning flight schedule. After that, the tourists travel by using the services of a travel agency. They can use the private vehicles, minibusses/micro-buses. The first day passengers are picked up at Yogyakarta International Airport - Baru Beach - Goa Cemara Beach - Pandansari Beach – have lunch at Ingkung Warung Ndeso Santan Tourist Village - Krebet Tourist Village - Kasongan Tourist Village – enjoy the sunset at Natadamar Mangunan Coffee - check in at Glam Camp Lintang Sewu Mangunan. In day 2, the tourists can see and learn how to make *keris* and *keris* cover/wrapper at Banyusumurup Tourist Village – Srikeminut Tourist Village – have lunch at Tembi Rumah Budaya. The 2D1N Travel Pattern (Yogyakarta International Airport -Goa Cemara Beach-Mangunan-Tembi) is a model of the travel pattern with the Destination Region Loop pattern, which can be seen in detail below (Figure 2).

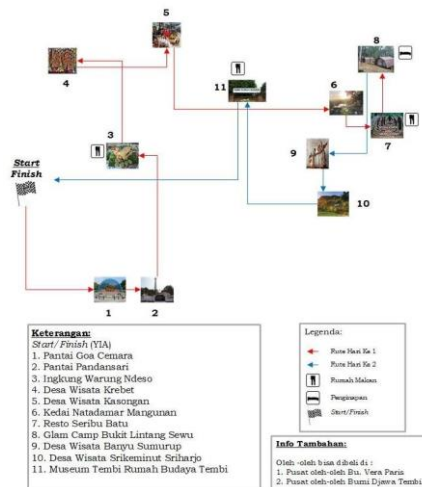


Figure 2 2D1N travel pattern (YIA-Goa Cemara-Mangunan-Tembi)
Source: Field Documentations, 2022

4.2.2. Extension Basic Model/expansion of travel patterns around fam trip routes;

- a. 2D1N travel pattern (Yogyakarta City -Kasongan-Parangtritis-Becici) with a destination region loop travel pattern. This 2D1N travel pattern is designed for tourists who start their journey directly from their hometowns or tourists who have stayed overnight in the city of Yogyakarta. The vehicles used in this travel pattern are small/private cars, minibusses/micro-buses. The first day, the tourists start their tour by visiting and learning about pottery making in Kasongan Tourist Village – seeing and learning how to make wooden batik in Kreet Tourist Village – having lunch at Ingkung Kalak Ijo Tourist Village/Santan Village – releasing Tukik at Goa Cemara Beach – sand surfing at Gumuk Pasir – enjoying the sunset at Parangtritis Beach – shopping for souvenirs at the Gift Center – By Bu. Vera Paris – checking in and staying at Tembi Rumah Budaya. Day 2, tourists start their tour by learning written batik in Kampung Batik Giriloyo Wukirsari – seeing and learning the process of making *keris* and *keris warangkas* – having lunch at Mbok Sum Mangunan restaurant – taking photos and enjoying the panorama at the peak of Becici – taking photos at the hobbit’s house and a wooden house at Seribu Batu Songgo Langit–enjoying the sunset at Kedai Notodamar – having dinner at Sate Kathak. The 2D1N Travel Pattern (Yogyakarta City-Kasongan-Parangtritis-Becici) is a model of the travel pattern with the Destination Region Loop pattern, which can be seen in detail below (Figure 3).

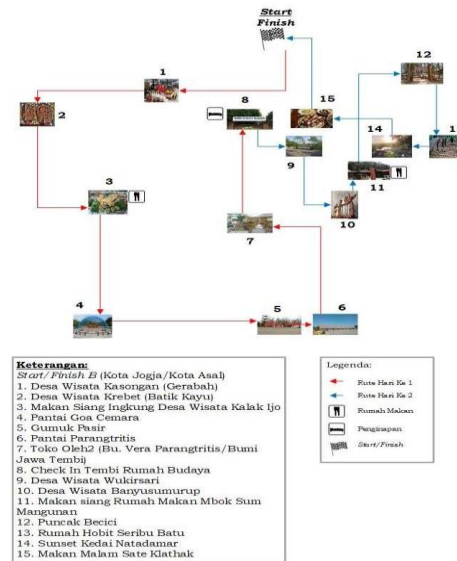


Figure 3 Travel Pattern 2D1N (Kota-Kasongan-Parangtiritis-Becici)
Source: Field Documentations, 2022

- b. 3D2N travel pattern (Yogyakarta International Airport-Gumuk Pasir-Wukirsari-Sosok-Krebet) with a Chaining Loop Travel pattern. This 3D2N travel pattern is designed for tourists who come using air transportation modes through Yogyakarta International Airport. And then, they take a tour using the services of a travel bureau which picks them up at Yogyakarta International Airport airport and immediately continue the tour. The vehicles used are private vehicles/minibusses/micro-buses. The first day tourists/visitors are picked up from Yogyakarta International Airport (afternoon flight schedule) directly visit Gumuk Pasir in Parang Kusumo which is a rare phenomenon because there are only two places in the world and one of which is in Indonesia. Visitors/tourists can do various activities such as sandboarding, taking photos, or exploring the dunes using a jeep. Next activity is visiting Parangtritis beach, then checking in at Tembi Rumah Budaya. Day 2, the tourist can see the sunrise at Evidence Penguk Kediwung Mangunan - visit hobbit's and wooden houses at Seribu Batu Songgo Langit – visit Puncak Gambar – have lunch at Mbok Sum Mangunan restaurant – visit Giriloyo Wukirsari Batik Village Tourist Village - enjoy the sunset at Puncak Figure – dinner at Sate Klathak – check in at Ros In Hotel. Day 3, the tourist can visit Kasongan Tourist Village - Krebet Tourist Village – have lunch at Ingkung culinary restaurant, Kalak Ijo Tourist Village/Santan Village - back to Yogyakarta International Airport. The 3D2N travel pattern (Yogyakarta International Airport -Gumuk Pasir-Wukirsari-Puncak Gambar-Krebet) is a model of the travel pattern with the Chaining Loop pattern, which can be seen in detail below (Figure 4).

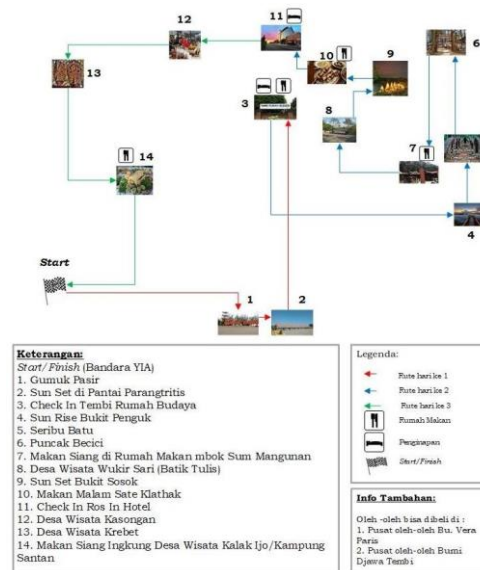


Figure 4 3D2N travel pattern (Yogyakarta International Airport-Gumuk Pasir-Wukirsari-Puncak Gambar-Krebet)
Source: Field Documentations, 2022

- c. 3D2N travel pattern (Yogyakarta International Airport - Goa Cemara Beach-Becici- Kreetbet) with a Chaining Loop travel pattern. This 3D2N travel pattern with the Yogyakarta International Airport - Goa Cemara Beach - Becici - Kreetbet route is designed for tourists who come using air transportation modes through Yogyakarta International Airport through a morning flight, and use the services of a travel agency. The vehicles used are small vehicles/family cars, minibusses/microbuses, and even large buses. The journey starts from picking up tourists at Yogyakarta International Airport – visiting Goa Cemara Beach (in July – November every year there is a tour package releasing Tukik) – having seafood for lunch at Depok Beach – Sandboarding/sand skating on the sand of dunes – exploring Parangtritis Beach by riding a wagon/ horse/ATV while waiting for sunset – Checking in at Tembi Rumah Budaya. Day 2, the tourist can visit and learn to write batik in the Giriloyo Wukirsari Batik Village – watch the making of *keris* and *keris* cover/wrapper in Banyusumurup Tourist Village – have lunch at Mbok Sum Mangunan restaurant – take photos at the hobbit house and the Seribu Batu Songgo Langit tree house – enjoy the beautiful pine forest, take photos at Obama Peak and/or explore the pine forest and various crafts using a jeep tour at Becici Peak – enjoy the beautiful sunset at Kedai Natadamar – have dinner at Sate Klathak – Check-in at Ros In Hotel. Day 3, the tourists can check out the hotel – see the process of making pottery – see and learn how to make wooden batik craft Kreetbet Tourist Village – have lunch at Kalak Ijo Tourist Village/ Santan Village – back to Yogyakarta International Airport. The 3D2N Travel Pattern (Yogyakarta International Airport - Goa Cemara Beach - Becici - Kreetbet) is a model of the travel pattern with the Chaining Loop pattern, which can be seen in detail below (Figure 5).

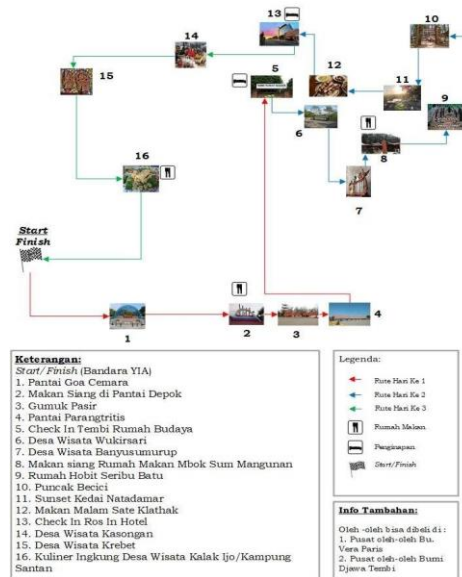


Figure 5 3D2N Travel Patterns (Yogyakarta International Airport-Cemara Goa Beach-Becici-Krebet)

Source: Field Documentations, 2022

5. Conclusion

This suggestion is a summary based on the results of direct observations during the Fam trip implementation, input, and suggestions from the participants. The advice given is expected to be input in improving the quality and competitiveness of tourist destinations. The recommendations and suggestions are as follows:

1 Pantai Baru

Tourist attraction:

- The price of admission to the tourist location of Pantai Baru is quite expensive compared to the other current tourist attractions.
- The beach area needs improvement and arrangement in order to make it more attractive.
- Windmills and solar power plants need to be managed properly so that they become tourist attractions that attract more tourists.
- It needs the additional interesting photo spots for millennial tourists.

Amenity:

- Bathrooms & toilets need more attention for its cleanliness and availability of water
- The cleanliness and sanitation of food stalls need to be improved.

2. Goa Cemara Beach

Tourist attraction:

- A lot of the Sea Pine Tree, as the icon of Goa Cemara Beach especially on the edge of the beach, have died. It needs to be replanted.
- The turtle breeding place is still very simple and unattractive. Therefore, it needs to be improved and added the turtle collection.
- Overall, its cleanliness needs to be improved.

Amenities:

- The cleanliness of the bathroom and toilet facilities needs to be improved.
- Simple food stalls in the beach area need to be arranged so that they become neater. Their cleanliness and sanitation need to be improved as well.

3. Pandansari Beach

Tourist Attractions:

- a. Its maintenance and management need to be improved.
- b. The beach's cleanliness needs to be improved.

Amenity:

- a. Bathrooms & toilets facility need more attention for its cleanliness and availability of water.

4. Ingkung Warung Ndeso

- a. It needs existing incentives or special prices for Travel Agents/Guides/Tour Drivers.
- b. It is necessary to procure cashless payment facilities.

5. Krebet Tourist Village

Tourist attraction:

- a. There needs to be a special processing room/space that can be seen by tourists/visitors at any time. It can be integrated or separated from the display/exhibition room.
- b. It is necessary to procure cashless/non-cash payment facilities.

Accessibility:

- a. The road to and from Krebet Tourist Village is not sufficient for big buses (the road is not wide enough).
- b. It is necessary to trim the tree branches that lead to the highway because some of the tree branches are too low for the big bus to pass.

6. Kasongan Tourist Village

Tourist attraction:

- a. It is necessary to procure cashless/non-cash payment facilities.

Amenity:

- a. It is necessary to provide pockets/parking areas that can accommodate various types of vehicles.
- b. It needs space for pedestrians, so tourists/visitors are more comfortable in visiting pottery outlets.
- c. It needs a public toilet for tourists/visitors.

7. Natadamar Mangunan Coffee Shop

Amenity:

- a. It can be added with cultural arts stage facilities
- b. It can be added a space for sunset view
- c. This coffee shop will be better if it has cashless/non-cash payment facilities.

8. Seribu Batu Songgo Langit

Tourist attraction:

- a. It will be better if it has night tour package, or a sunrise tour package.
- b. It should provide cashless/non-cash payment facilities.

9. Glam Camp Bukit Lintang Sewu Mangunan

Amenity:

- a. This place requires more complete front office space.
- b. Completeness of its personal kit needs to be improved.

10. Banyusumurup Tourist Village

Tourist Attractions :

- a. There needs to be a special processing room/space that can be seen by tourists/visitors at any time. It can be integrated or separated from the display/exhibition room.
- b. It needs to provide mini products as souvenirs.

Accessibility:

- a. The way to approach this place is too narrow. It only fits for small vehicles (family car, minibus, microbus).
- b. A shuttle/shuttle is needed for tourists/visitors who use large buses.

11. Srikeminut Sriharjo Tourist Village

Tourist Attraction

- a. It is necessary to arrange food stalls around tourist attractions. If it is not managed properly, the aesthetics and beauty of the tourist attraction will get lessen.
- b. An alternative tour package is needed because the tourist attraction is seasonal (terraced rice fields which are only planted in the rainy season, and the Oya River will get flooded in the rainy season as well).

Accessibility:

- a. It only has narrow road access only for small vehicles (family car, minibus, microbus).
- b. Intermediate vehicle requires pick-up/shuttle for tourists/visitors who use big buses.

12. Tembi Museum of Culture House

- a. This place is well managed.

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