

### **BUKTI KORESPONDENSI ARTIKEL JURNAL**

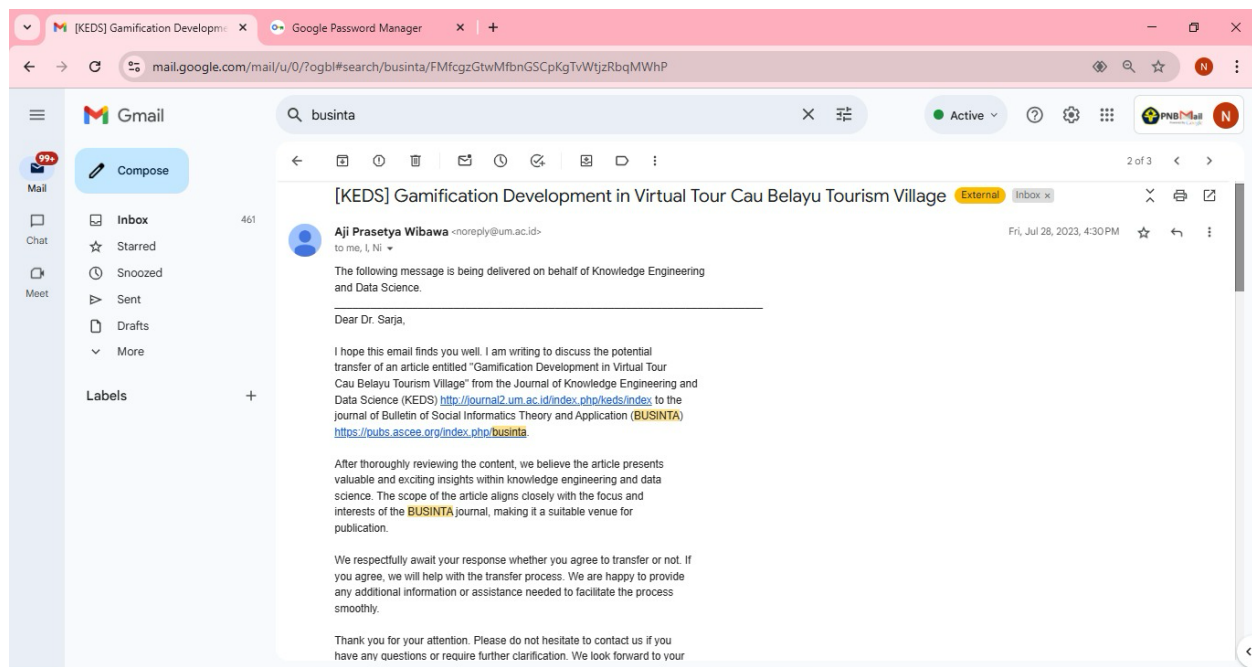
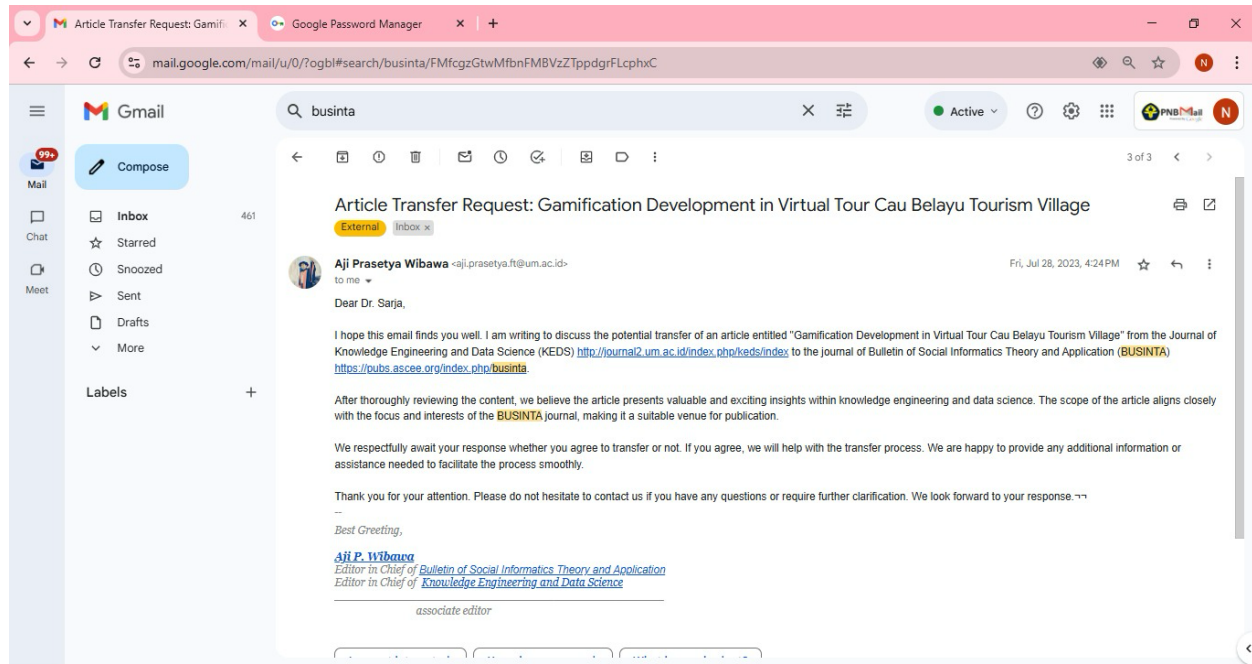
Judul Artikel : Gamification development in virtual tour Cau Belayu tourism Village

Jurnal : Bulletin of Social Informatics Theory and Application

Penulis : Ni Luh Ayu Kartika Yuniastari Sarja, Ni Ketut Pradani Gayatri Sarja, I Putu  
Krisna Arta Widana

No	Name	Date
1	Submit to the journal (transfer articles from KEDS to BUSINTA)	28 Juli 2023
2	Submit to BUSINTA Journal	18 Agustus 2023
3	Editor Decision : Revision Required	25 September 2023
4	Editor Decision : Revision Required From Reviewer 1	25 September 2023
5	Revision From Reviewer 2	26 September 2023
6	Reminder for Upload Revision	2 Oktober 2023
7	Upload Revision	31 Oktober 2023
8	Paper Published	29 Nopember 2023

# 1. Submit to the journal (transfer articles from KEDS to BUSINTA) (28 Juli 2023)



## 2. Submit to BUSINTA (18 Agustus 2023)

The screenshot shows the author dashboard for submission 650. The page title is "650 / Sarja et al. / Gamification development in virtual tour Cau Belayu tourism Village". The left sidebar contains the OJS logo and a "Submissions" link. The main content area has tabs for "Workflow" and "Publication". Under "Publication", there are sub-tabs for "Submission", "Review", "Copyediting", and "Production". The "Submission" sub-tab is active, showing "Submission Files" and "Pre-Review Discussions".

**Submission Files**

Name	From	Last Reply	Replies	Closed
pradanigayatri15, 44035-153012-1-SM.pdf		August 18, 2023	Article Text	

**Pre-Review Discussions**

Name	From	Last Reply	Replies	Closed
No Items				

## 3. Editor Decision : Revision Required From Reviewer 1 (25 September 2023)

The screenshot shows an email titled "[businta] Editor Decision" dated 2023-09-25 11:41 AM. The email is addressed to Ni Ketut Pradani Gayatri Sarja, I Putu Krisna Arta Widana. The body of the email contains the following text:

We have reached a decision regarding your submission to Bulletin of Social Informatics Theory and Application, "Gamification Development in Virtual Tour Cau Belayu Tourism Village".

Our decision is: Revisions Required

Reviewer A:

There are several points that must be considered to improve, including:

1. What is the purpose of developing a gamification virtual tour application for the Cau Belayu Tabanan Tourism Village?
2. How is the material collected for the application?
3. What are the features available in the gamification virtual tour application?
4. How is the testing phase conducted for the gamification virtual tour application?

Recommendation: Revisions Required

#### 4. Revision From Reviewer 2 (26 September 2023)

The screenshot shows a web browser window with the URL `pubs.ascee.org/index.php/businta/authorDashboard/submission/650`. The page is titled "[businta] Editor Decision" and dated "2023-09-26 08:01 AM". The left sidebar shows the "Submissions" section. The main content area contains the following text:

Ni Ketut Pradani Gayatri Sarja, I Putu Krisna Arta Widana:

We have reached a decision regarding your submission to Bulletin of Social Informatics Theory and Application, "Gamification Development in Virtual Tour Cau Belayu Tourism Village".

Our decision is: Revisions Required

Below the text is a thumbnail image of the journal cover for "Bulletin of Social Informatics Theory and Application", Volume 1, Number 1, March 2017, with ISSN 0000-0000.

At the bottom, there is a "Reviewer's Attachments" section with a search bar and a list of attachments. One attachment is visible: "1919-1 , please add more references minimum .txt" dated "September 26, 2023".

#### 5. Reminder for Upload Revision (2 Oktober 2023)

The screenshot shows a web browser window with the URL `pubs.ascee.org/index.php/businta/authorDashboard/submission/650`. The page is titled "Information and confirmation of revisions for publication volume 7 issue 2 (2023)". The left sidebar shows the "Submissions" section. The main content area contains the following text:

**Participants**

Aji Prasetya Wibawa (ajipw)  
Ni Ketut Pradani Gayatri Sarja (pradanigayatri15)

**Messages**

Note	From
As we are currently preparing BUSINTA for Volume 7, Issue 2 (2023), we would like to confirm whether you still intend to have your article published in BUSINTA. If your answer is affirmative, please submit the revised manuscript by October 7, 2023. Kindly respond to this inquiry within this discussion thread. Thank you.	ajipw 2023-10-02 02:02 PM

## 6. Upload Revision (31 Oktober 2023)

Browser address bar: [pubs.ascee.org/index.php/businta/authorDashboard/submission/650](https://pubs.ascee.org/index.php/businta/authorDashboard/submission/650)

Page Title: Bulletin of Social Informatics Theory and Applications

Language: English

### Information and confirmation of revisions for publication volume 7 issue 2 (2023)

**Participants**

Aji Prasetya Wibawa (ajipw)

Ni Ketut Pradani Gayatri Sarja (pradanigayatri15)

**Messages**

Note	From
As we are currently preparing BUSINTA for Volume 7, Issue 2 (2023), we would like to confirm whether you still intend to have your article published in BUSINTA. If your answer is affirmative, please submit the revised manuscript by October 7, 2023. Kindly respond to this inquiry within this discussion thread. Thank you.	ajipw 2023-10-02 02:02 PM
<p>Dear Editor,</p> <p>I have uploaded the revised article, sorry for the delay in uploading the revised article, thank you.</p> <p><a href="#">pradanigayatri15, BUSINTA_Gamification VT.docx</a></p>	pradanigayatri15 2023-10-31 06:03 PM

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### Revisions

			<a href="#">Search</a>	<a href="#">Upload File</a>
<p>1969-1</p>	Article Text, BUSINTA_Gamification VT.docx	October 31, 2023	Article Text	

## 7. Paper Accepted (4 Nopember 2023)

PKP Ni Luh Ayu Kartika Yuniastari x +

← → ↻ pubs.ascee.org/index.php/businta/authorDashboard/submission/650

Bulletin of Social Informatics Theory and Application

### [businta] Editor Decision

2023-11-04 01:38 PM


Ni Luh Ayu Kartika Yuniastari Sarja, Ni Ketut Pradani Gayatri Sarja, I Putu Krisna Arta Widana:

We have reached a decision regarding your submission to Bulletin of Social Informatics Theory and Application, "Gamification Development in Virtual Tour Cau Belayu Tourism Village".

Our decision is to: Accept Submission

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## 8. Paper Published (29 Nopember 2023)

pubs.ascee.org/index.php/businta/article/view/650

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### Gamification development in virtual tour Cau Belayu tourism Village

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Tourism Departement, Bali State of Polytechnic

**Ni Ketut Pradani Gayatri Sarja**  
Politeknik Negeri Bali

**I Putu Krisna Arta Widana**  
Bali State of Polytechnic

**DOI:** <https://doi.org/10.31763/businta.v7i2.650>

**Keywords:** Gamification, Virtual Tour, Tourism Village, Cau Belayu

**Abstract**  
  
The use of digital marketing is not only specifically for business processes but can also be utilized in the tourism sector. Tourist information, especially tourist villages, can be easily searched via the internet and

PDF

Published  
2023-11-29

How to Cite  
Sarja, N. L. A. K. Y., Sarja, N. K. P. G., & Widana, I. P. K. A. (2023). Gamification development in virtual tour Cau Belayu tourism Village. *Bulletin of Social Informatics Theory and Application*, 7(2), 141-149. <https://doi.org/10.31763/businta.v7i2.650>

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2023-11-29 09:00

Volume 7, Number 2, November 2023

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