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Policy For Promoting The Existence Of Exoticism In Surabaya As A Spice Route Point

Eka Suci Rohmadani¹, Ananda Islami Auliya Putri², Nirma Maulita³, Nabila
Ananda Putri⁴, Putu Aditya Ferdian Ariawantara^{5*}
^{1,2,3,4,5} Universitas Airlangga, Surabaya

*Corresponding author, e-mail: putu.aditya.ferdian.ariawantara@fisip.unair.ac.id

Abstract

The spice commodity trade has shaped the history of sea trade routes, which cannot be separated from Surabaya's important role in international relations. The Indonesian government has made the spice route a cultural priority for 2021 to gain world cultural heritage recognition. This research uses a mixed method with three approaches: phenomenological, cross-sectional, and quasi-experiment. The results of this research include: (a) Public understanding regarding the existence of the exoticism of the Surabaya spice route is still low; (b) Low knowledge regarding evidence of the spice route in Surabaya; and (c) There is a need for media that can promote the existence of the exoticism of the spice route. Based on these results, researchers offer promotional media in the form of the Arempaja board game to communicate the exotic existence of the Surabaya spice route to the broader community, especially the younger generation. In line with this solution, researchers utilized the connectionist theory by Edward L Thorndike, relating stimulus events (s) to responses (r). The contents of the Arempaja board game are taken from the results of in-depth interviews with several perspectives and direct visits to trail points on the Surabaya spice route. Based on the results of the effectiveness test, it was found that the Arempaja board game increased players' understanding of the Surabaya spice route. This research concludes that the Arempaja board game is suitable for promotional media or learning media regarding the exotic existence of the Surabaya spice route.

Keywords: Board Game, Cultural Heritage, Spice Route, Surabaya.

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Introduction

The history of Indonesia mentions the greatness of the Indonesian people on sea trade routes recognized by the world community, such as Asia, Africa, and Europe. The emergence of Indonesia's relations with surrounding countries due to trade in cloves, pepper, nutmeg, and other spices has encouraged the establishment of values of brotherhood, cultural exchange, and diplomacy. The fame of these spices gave rise to the nickname spice route, which is inseparable from the contribution of the city of Surabaya. According to Sulistiyo (2018), Surabaya's important role can be seen through the port of the eastern Javanese Pantura. It has even been mentioned in the book Negara Kertagama of the XIV century, which describes the journey of kings Hayam Wuruk and Ma-Huan (translator and recorder of Admiral Cheng Ho's journey to the port of the Javanese Pantura). Timur to Surabaya in 1413-1415 and 1421-1422. Ma-Huan noted large Chinese settlements in Surabaya overseas in Java, namely Chinatown Village (Hafidh, 2017). Apart from that, the newspaper published by the British Colonial Government in the Dutch East Indies, Java Government Gazette, stated that there were several commodities and trade goods in Surabaya in 1813-1814, namely cloves, mace, black pepper, white pepper,

cinnamon, and so on. However, until now, there is still little literature that reviews Surabaya's vital role as a spice route.

The government, through the Director General of Culture, Ministry of Education and Culture (Kemendikbud-ristek), is promoting the spice route as a cultural priority program for 2021 to obtain World Cultural Heritage recognition from the United Nations Educational, Scientific and Cultural Organization (UNESCO) which is based on the spice route as a route for intercultural exchange and knowledge without being bound by time and space (Samarenna et al., 2022). Various activities drive this cultural priority program to actualize the spice route, including the 2022 Cultural Goodwill activities, cultural heritage visits/field excursions, meetings with figures (culturalists/historians/archaeologists), and festivals.

Based on these results, researchers want to research the existence of exotic spice routes in Surabaya. Apart from that, researchers are also trying to provide a solution through a media board game called *Arempaja* (Ambarsari Rempah Soerabaja) as a tool to promote and maintain the existence of Surabaya as a spice route. The solution offered helps encourage the realization of the 11th Sustainable Development Goals (SDGs), especially point 4, namely promoting and preserving world and natural heritage. Therefore, the *Arempaja* board game as a strategy to promote the exotic existence of the Spice Route in Surabaya is very much needed to support the achievement of recognition as a world cultural heritage by UNESCO in 2024, where it is simultaneously proposed to become a world memory and support the goodwill of the Spice Route (Kemendikbudristek, 2022).

This research has three objectives referring to the existing background, including the following: (a) To determine the exotic existence of Surabaya from the past to the present as a spice route in Indonesia through the evidence found; (b) To find out the realization of the *Arempaja* board game in promotional media for the Spice Route in Surabaya and encourage recognition of the Spice Route as a world cultural heritage; and (c) To obtain results on the effectiveness of the *Arempaja* board game as a media for the realization of promotion of the exoticism of the spice route in Surabaya.

Literature Review

Spice Route

The spice route is the term for the connecting trade network between the West and the East. According to Pradana et al. (2021), Surabaya, as a spice trading city and a transit point for ships from the West (Batavia) to the East and vice versa, especially at Kalimas Harbor, is said to be one of the traces of the spice route. This is supported by the travel letter for the St. Nikolas ship from Jepara to Surabaya, which carries a letter from the resident of Surabaya regarding the price of ship repairs (Situmorang, 2021). Next, according to Yamin et al. (2022), there are 20 sea route accessibility renewal points, including in East Java, Surabaya, Mojokerto, and Kediri. Finally, according to the Ministry of Education and Culture (2022), Surabaya and Makassar are maritime trade centers that connect ports, even though they are not spice-producing cities.

Cultural heritage

Cultural heritage is a product of spiritual traditions (achievements) in the form of past values and is an essential element integral to a person, group, or nation. Cultural heritage can take the form of physical or non-physical elements. Physical cultural heritage can be found in statues, ancient objects, historical places, and artifacts. In contrast, non-physical cultural heritage can be found in five regional languages, regional songs, legendary stories, and traditional arts of the local community (Wiandari & Meutia, 2020, p. 110). Cultural heritage can be used as a guiding basis that provides direction for the nation's development in the future, namely the existence of adequate historical awareness so that in the future, everything that will be done is guided by the teachings of cultural heritage. To adopt cultural heritage, every community must carry out a process of recycling, reusing, reducing, and revitalizing cultural heritage (Sutaba, 2019, p. 115).

Sustainable Development Goals (SDGs)

Sustainable Development Goals (SDGs) are a set of universal goals, targets, and indicators used by member countries of the United Nations (UN) for agendas and policies that will be implemented over the next 15 years starting from 2015–2030 (Hák et al., 2016, p. 586). SDGs have 17 global goals, namely no poverty, no hunger, good health and prosperity, quality education, gender equality, clean water and sanitation, economic growth and decent work, industry, innovation and infrastructure, reducing inequality, sustainability of cities and communities, responsible consumption and production, action on climate, underwater life, life on land, strong justice institutions (peace), and partnerships to achieve goals (Ishatono & Raharjo, 2016, pp. 163–165). These goals are interrelated; if there is an effort to achieve a goal at a certain point, then indirectly, this achievement will help some achieve several other goals as well (Olabi et al., 2022, p. 2).

Board Game

In the History of Board Games and Game Psychology, Edyta and Aditia (2017) say that board games are where tools such as dice and pawns are used, placed, moved, or separated in areas marked according to the game rules. Previous research has addressed the design of agricultural game boards. This research concluded that the success of board games depends on clear game rules and an attractive visual concept. After playing, some players understand better the types of plants to plant in the garden (Istianto et al., 2013). Meanwhile, Nelson Gustav Wisana stated that there are various benefits from board games that can be taken when obeying the rules, managing strategies and simulations, and generation levels. Board games can also be played by multiple people, giving rise to social interaction between players. There are usually two types of this game, namely traditional board games and modern board games.

Instructional Media

The word media comes from medius (Latin), which means intermediary or introduction. Learning media is one component of the learning system used as an intermediary for someone to understand something. The use of learning media must be ensured to be appropriate and possible to help someone understand the phenomenon or learning material through direct interaction with the media that has been created. Therefore, the existence of learning media will speed up a person's understanding of learning material because the learning media provided can attract someone's interest in learning (Nurrita, 2018).

Edward L. Thorndike's Connectionism Theory

Edward L. Thorndike is an American psychologist who introduced the Connectionism Theory. Thorndike said the learning process is a combination of events forming an association or learning relationship between the stimulus event (s) and the response (r). Stimulus is a change experienced by an external party that becomes a marker to activate the organization to return to action. At the same time, a response is an attitude or behavior that arises from an organization due to a stimulus. Thorndike said that the occurrence of an association between stimulus (s) and response (r) follows the following laws, namely the Law of Readiness, Law of Exercise, and Law of Effect (Amsari & Mudjiran, 2018). Connectionism theory views that a person can change and know something (learn) quickly if there is stimulation or media that can influence him (Hanafy, 2014). Researchers use connectionism theory as a basis for creating board game learning media as a form of realization of promoting the exoticism of the Surabaya spice route as a world cultural heritage for the SDGs. With this board game media, researchers are trying to promote the exoticism of the Surabaya spice route to the broader community, especially the local Surabaya community.

Method

This research was carried out from July to October 2023 with locations in Surabaya, especially the northern part. The research was conducted in North Surabaya, mainly at seven locations,

which had been determined based on specific attributes. Specifically, here are the seven research locations, including (a) Keputran Market, founded in 1955, which sells various types of spices; (b) Genteng Market, one of the oldest markets in Surabaya which was founded in 1872 and is known as a place selling legendary culinary delights; (c) Chinatown Village, the majority of local people were spice traders in the pre-colonial period; (d) Kembang Jepun, one of the spice route points in Surabaya which is still clearly visible; (e) Ampel Denta, it is known that there is a relief in the form of carvings of spice flowers (Clove and Lawang) at the entrance (gate); (f) Pabean Market, the oldest traditional market in Surabaya which has been established since 1849 and is located close to Kalimas People's Harbor (Pelra) in the Tanjung Perak area; and (g) Kalimas Old Port, Surabaya, the easternmost transit point for the spice trade, where there is also the Kalimas Syahbandar Tower.

This research employs a mixed-methods approach, combining both qualitative and quantitative methodologies. The qualitative method in this research uses a phenomenological approach. In contrast, the quantitative method is carried out by determining the population based on the closest point to the research location with samples taken through saturated sampling. This research is classified as empirical research using empirical evidence obtained through observation, in-depth interviews, and distributing questionnaires. Apart from that, this research is also classified as applied research because it focuses on providing and implementing promotional strategies for the Surabaya spice route through the Arempaja board game media as a solution based on primary data in the field.

The sources used are primary data and secondary data. Primary data was obtained from qualitative data (in-depth interviews, observation, and documentation) and quantitative data (practical test of the Arempaja board game and level of community understanding). Secondary data was obtained directly through various forms of literature study. The data collection techniques used are:

Closed questionnaire data collection by providing several questions with limited units of analysis to make it easier to carry out calculations (Syahrums & Salim, 2014). Apart from that, data collection through questionnaires is also based on the assessment that respondents have independence in filling out the questionnaire. This research carried out questionnaires to determine the results of testing the effectiveness of the Arempaja board game and the level of public understanding regarding Surabaya as a spice route point.

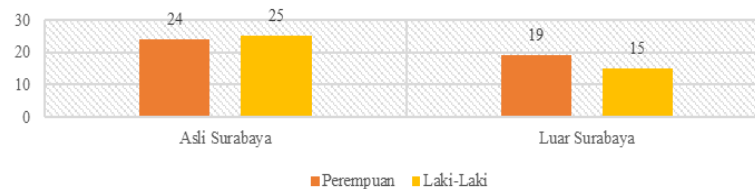
- a. In-depth interviews and two-way communication to obtain information from informants. The technique for determining informants that researchers use is a purposive technique, a sampling method where the targeted sample has certain conditions (attributes). Apart from that, during the research implementation there was a development where there was a snowball technique.
- b. Observation, investigating, and knowing non-verbal behavior through direct observation to determine the actual conditions in historical places on the spice route in Surabaya.
- c. Documentation, complementary data resulting from research so that it has high credibility, consisting of documents, statistical data, historical records, and historical places on the spice route in Surabaya.
- d. Re-design Hawthorne Studies: a series of studies initially applied in industry to study employee work productivity by conducting experiments. However, in this case, it is different because it is used in education.

The data analysis in this research employs both quantitative and qualitative techniques. Qualitative data analysis techniques begin through data reduction, data display, and concluding the interview results, where triangulation will later be carried out to compare (recheck) the degree of trustworthiness of the information obtained. Next, quantitative analysis techniques through inferential statistics attempt to conclude (decisions) based on the analysis results. Furthermore, researchers utilize two forms of analysis in inferential statistics, including (a) Correlational analysis, trying to find the influence between independent variables and affected variables by measuring the level of people's understanding, and (b) Comparative analysis, comparing two groups, the experimental group and the control group, in testing the effectiveness of the Arempaja board game.

Results and Discussion

The Exotic Existence of the Surabaya Spice Route

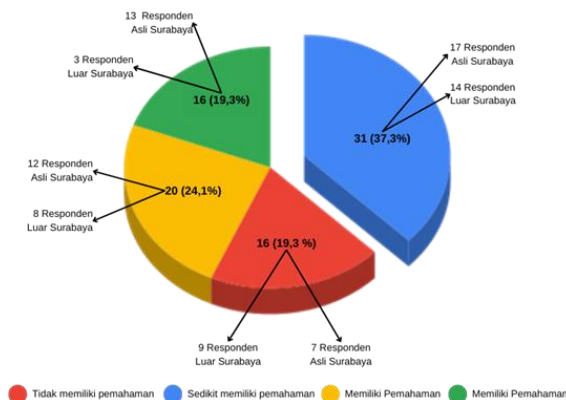
Researchers tried to determine the existence of the exotic spice route in Surabaya with the help of questionnaires and interviews. The distribution of the questionnaire was carried out using a cross-sectional approach where, within one week, 83 respondents were obtained, both from native Surabaya and outside Surabaya.



Source: Processed Primary Data, 2023

Figure 1. Vertical Bar Diagram of Respondent Distribution

The results of the questionnaire analysis showed that 19.3 percent or 16 respondents, had no understanding; 37.3 percent, or 31 people, had little understanding; 24.1 percent, or 20 respondents, had some understanding; and 19.3 percent or 16 respondents, said they had very much understanding. Based on these results, it is known that 56.6 percent of respondents needed more understanding regarding the Surabaya spice route.



Source: Processed Primary Data, 2023

Figure 2. Circle Diagram of Community Understanding Regarding Surabaya Spice Route points

Next, a validity and reliability test is carried out to determine whether or not the statement submitted to the respondent is valid. This research has 83 samples with a significant degree value of 0.05. So, the DF in the r-test is N-2, and the r-Table value is 0.2159, which means that the statement is said to be valid. Apart from that, the research variables are also reliable, where the Cronbach alpha value is above 0.60. Based on these results, researchers can be said to be eligible to test the questions prepared in the questionnaire.

Table 1. Reliability Test

| Variabel | Cronbach' Alpha | Conclusion |
|--------------------|-----------------|------------|
| Warisan Budaya (Y) | 0,963 | Reliabel |
| Media Promosi (X) | 0,803 | Reliabel |

Source: Processed Primary Data, 2023

Researchers also carry out hypothesis testing to find out whether variable x (promotional media) and variable y (cultural heritage) have an influence or not. Based on the T-test, the sig value was $0.000 < 0.05$, and the calculated t value was $(10.625) > t$ table value (1.989) . It can be concluded that variable x has a partially significant positive effect on variable y. In line with this research, promotional media influences cultural heritage. The promotional media helps increase awareness and provide information related to cultural heritage, namely the exotic existence of the Surabaya spice route.

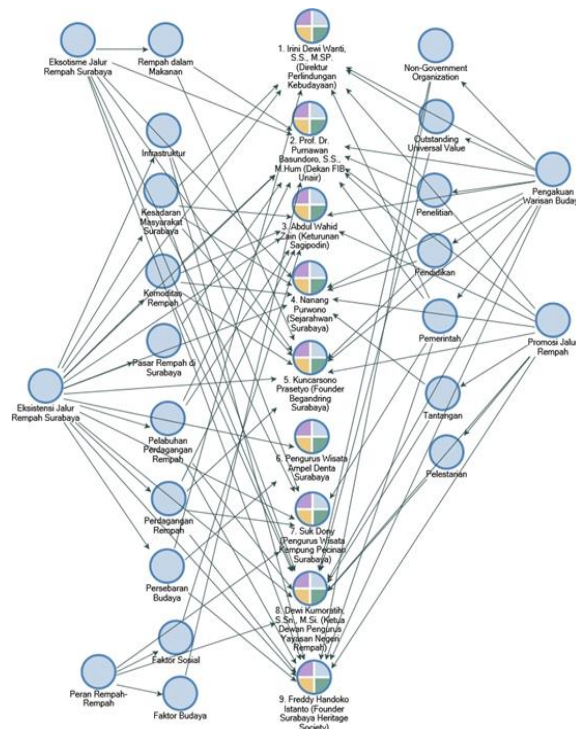
Tabel 2. T Test of Understanding of the Surabaya Spice Route
Coefficients^a

| Model | Unstandardized Coefficients | | Standardized Coefficients | | t | Sig. |
|-----------------|-----------------------------|------------|---------------------------|--|--------|------|
| | B | Std. Error | Beta | | | |
| 1 (Constant) | 4.829 | 2.036 | | | 2.372 | .020 |
| Promotion media | 1.114 | .105 | .763 | | 10.625 | .000 |

a. Dependent Variable: Culture Heritage

Source: Processed Primary Data, 2023

The level of public understanding regarding the spice route, especially in Surabaya, still needs to be higher, encouraging researchers to take other primary data to specify the data through in-depth interviews. These in-depth interviews were conducted with nine informants with several different perspectives, including (a) Stakeholder perspective (1 person); (b) Academics (1 person); (c) Descendants of spice merchants or descendants of the Sagipodin family (1 person); (d) Historians (2 people); (e) Community (3 communities); and (f) Non-Government Organization (1 NGO). The results of the in-depth interview data that have been obtained have been analyzed using the software NVivo 12 plus.



The analysis using NVivo 12 plus provided a deeper understanding of the Surabaya spice route through a project map. The project map was created based on the results of coding that has been carried out to explore and present the relationship between data where it is known that there is a strong relationship between the existence of the Surabaya spice route, the exoticism of the Surabaya spice route, and the role of spices in the promotion of the Indonesian spice route in gaining recognition as cultural heritage.

The Urgency of the Surabaya Spice Route Promotion Policy

The Surabaya Spice Route, with its rich history, is an essential part of the cultural heritage that needs to be preserved. However, currently, the urgency to implement the Surabaya Spice Route promotion policy has become increasingly urgent. This is caused by several factors that threaten the continuity of this heritage. First, the lack of understanding of the people of Surabaya regarding the critical history of the spice route due to a lack of promotional efforts and the fading of historical facts in the modern era, which has hampered the efforts of the Ministry of Education and Culture, Research and Technology to submit the spice route as a world cultural heritage to UNESCO; Second, many buildings and heritage points on the spice route are not well maintained and if they are not repaired immediately it will be increasingly difficult to restore and preserve essential elements in Surabaya; Third, Surabaya currently does not have comprehensive cultural heritage protection regulations that specifically address the preservation of historical and cultural assets related to the Spice Route.

- a. Lack of public understanding regarding the Surabaya Spice Route
First of all, the lack of knowledge of the people of Surabaya regarding the historical significance of the Spice Route refers to the absence of adequate promotional efforts and a decline in the documentation of historical facts in the contemporary era. This situation creates obstacles for the Ministry of Education, Culture, Research and Technology (Kemdikbud Ristek) in its efforts to propose the status of the Spice Route as a world cultural heritage to UNESCO. This lack of public understanding was identified in a questionnaire conducted by researchers. It was found that 56.6 percent of respondents needed more understanding regarding the Surabaya spice route.
- b. Lack of maintenance at trail points on the Surabaya Spice Route
Many historical and heritage buildings located on the Spice Route, which have not been recognized as cultural heritage in Surabaya, need more maintenance. This condition raises deeper concerns, mainly because, currently, the only point on the Spice Route that has received protection status is Surabaya's Chinatown Village as for other points located on the Spice Route, such as Keputran Market, Genteng Market, Kembang Jepun, Ampel Denta, Pabean Market, and Kalimas Old Harbor, Surabaya. Inadequate ongoing maintenance may result in increasing difficulties in efforts to restore and preserve essential elements of Surabaya's historical heritage.
There are no regulations or programs to preserve the Spice Route
- c. Finally, in the context of regulations for the protection of cultural heritage, Surabaya faces fundamental problems. Currently, there is yet to be a comprehensive regulatory framework that specifically addresses the preservation of historical and cultural assets related to the Spice Route.

With a limited understanding of the existence of the Surabaya Spice Route, traces of the spice route as a historical building deteriorating, and inadequate protection regulations, promotional policies for the Surabaya Spice Route are crucial to ensuring that this valuable heritage can remain alive and recognized internationally. Through proper promotion, careful maintenance, and comprehensive regulations, we can ensure that future generations can still enjoy the rich history and culture of the Surabaya Spice Route.

Promotional Efforts: Arempaja Board Game

Promotional efforts need to be carried out to revive and strengthen the existence of Surabaya as a Spice Route, bearing in mind the low understanding of the Surabaya Spice Route in society, even the people of Surabaya itself. This statement is strengthened by the results of a closed

questionnaire that researchers have processed, where 56.6 percent of respondents need more understanding regarding the Surabaya spice route. Furthermore, more promotional media is needed to implement promotional efforts for the Surabaya Spice Route.

The qualitative data (in-depth interviews, observations, and documentation) that have been collected will be analyzed to obtain more comprehensive results. One of the results of the data obtained is to be used to present it in promotional media. Researchers designed promotional and learning media related to the exotic existence of the Surabaya spice route called the board game Arempaja (Ambarsari Rempah Soerabaja). Apart from that, researchers also determined the concept of the Arempaja board game, including the objectives, mechanisms, playing rules, game narrative, and components therein.



Source: Processed Primary Data, 2023

Figure 4. Board Game Arempaja

Determining the concept of the Arempaja board game plays a vital role in conveying information (transfer of knowledge), namely the trail points of the Surabaya spice route, which are embedded in the points of the board game. These trail points include Keputran Market, Genteng Market, Chinatown Village, Kembang Jepun, Ampel Denta, Pabean Market, and Kalimas Old Port. Apart from that, there are also icons of Surabaya that are characteristic, such as the Majapahit Hotel, the Cheng Ho Mosque, and the Heroes Monument. Researchers also made two types of game cards, namely question cards containing questions about the Surabaya Spice Route and reading cards containing short information about trade and the Surabaya Spice route. In more detail, the components of a board game include a guidebook, storybook, pawns, dice, reading cards, question cards, money, spice cards, and a board game.

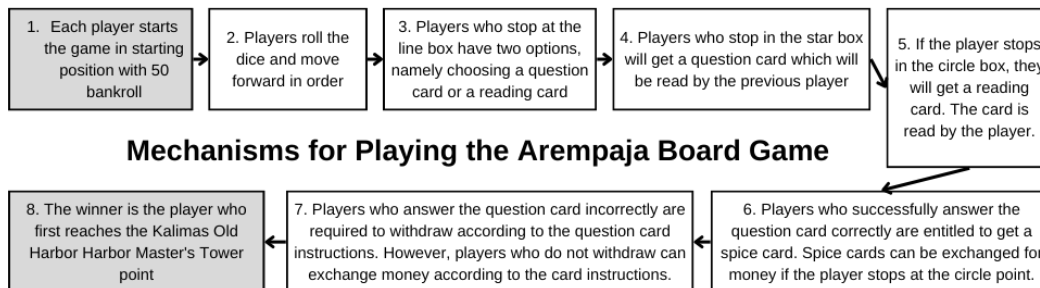


Figure 5. Components of the Arempaja Board Game

The goal of the Arempaja board game is to reach the finish line or final point (Old Kalimas Harbor, Syahbandar Tower). The playing experience is more enjoyable when there is an element of competition and interaction between players, so researchers bring these elements out through elements of challenge and interaction on the question cards provided. Using dice also provides an additional challenge to the player because the player cannot predict when he will get a high or low number.

The game system used is the dice-rolling method. Using the dice-rolling method will challenge players because they must rely on luck to get the dice numbers that will move their pawns in the game. Additionally, players can devise strategies to move from one point to the

next. Strategy is needed because if a player answers the question card incorrectly, they must go back several points according to the instructions on the question card. A strategy that can be implemented is to exchange spice cards for money so that the money can be used for payment in exchange for the player's withdrawal.



Source: Processed Primary Data, 2023

Figure 6. Mechanisms for Playing the Arempaja Board Game

Test the Effectiveness of the Arempaja Board Game

Testing the effectiveness of the Arempaja board game was conducted on research subjects, namely elementary school (SD) students represented by grade 5 students and junior high school (SMP) students represented by grade 8 students. Specifically, the research subjects used were grade 5 at SDN Krembangan Utara I/56 and Class 8 of SMP Negeri 08 Surabaya. The selection of research subjects was based on proximity to the research location, namely Cantian Customs.

Researchers also used the Hawthorne Study to test the effectiveness of board games, where research subjects were divided into two groups, namely the experimental group and the control group. The experimental group was the group that was given the Arempaja board game treatment, while the control group was not. In the research subjects of grade 5 students at SDN Krembangan Utara I/56, the total sample was 26, with the experimental group numbering 12, the rest being the control group, while for grade 8 students of SMP Negeri 08 Surabaya, the total sample was 28 with the experimental group and control group each numbering 14.

Next, effectiveness testing is carried out through several stages, including (a) First, providing general information to research subjects; (b) Second, giving and working on pre-response questions; (c) Third, the experimental group started playing the Arempaja board game, while the control group was released without any further intervention; and (d) Lastly, administering and completing post-response questions to determine whether there has been an increase in understanding in the experimental group and control group.

Researchers also conducted descriptive statistical tests, which found that the Arempaja board game was more effective in improving learning outcomes for research subjects. It is known that the elementary school experimental group had a more significant increase in average scores than the control group.

Table 3. Descriptive Statistical Analysis of Elementary School Level Respondents
Descriptive Statistics

| | N | Minimum | Maximum | Mean | Std. Deviation |
|------------------------------|----|---------|---------|---------|----------------|
| Pre test Control Class | 13 | 16.00 | 44.00 | 27.3846 | 8.13980 |
| Control Class Post Test | 13 | .00 | 52.00 | 32.6154 | 18.39175 |
| Experimental Class Pre Test | 12 | 12.00 | 52.00 | 32.0000 | 11.81678 |
| Experimental Class Post Test | 12 | 8.00 | 72.00 | 51.6667 | 25.20943 |
| Valid N (listwise) | 12 | | | | |

Source: Processed Primary Data, 2023

Middle school level research subjects also obtained an increase in the average (mean) score of the experimental group, which was better than the control group, which did not receive particular intervention in providing the Arempaja board game.

Tabel 4. Descriptive Statistical Analysis of Middle School Level Respondents
Descriptive Statistics

| | N | Minimum | Maximum | Mean | Std. Deviation |
|--------------------------------|----|---------|---------|---------|----------------|
| Middle school control pre-test | 14 | 16.00 | 40.00 | 27.7143 | 8.22219 |
| Post Test SMP Kontrol | 14 | 16.00 | 60.00 | 34.2857 | 12.52338 |
| Pre Test SMP Eksperimen | 14 | 8.00 | 52.00 | 30.8571 | 12.09486 |
| Post Test SMP Eksperimen | 14 | 8.00 | 80.00 | 57.1429 | 29.41182 |
| Valid N (listwise) | 14 | | | | |

Source: Processed Primary Data, 2023

Conclusion

Indonesia is famous for the popularity of its spices, which the world community has recognized. The spice trade has given rise to the nickname spice route, which encourages the establishment of values of brotherhood and diplomacy. Next, it was discovered that Surabaya played an essential role in the spice route, with several findings proven. However, in the current era, it is found that the level of understanding of the people, especially the younger generation of Surabaya, needs to be deeper regarding the history of the spice trade in Surabaya.

Researchers are trying to provide a solution through promotional and learning media, namely the Arempaja board game. This board game has carried out an effectiveness test, which was declared effective and suitable to be used as a media to promote the existence of the exotic Surabaya spice route. Concerning the theory used, the results of testing the effectiveness of the Arempaja board game follow Edward L. Thorndike's connectionism theory, which states that providing certain stimuli can provide specific responses.

The solution offered by researchers is related to promoting the exotic existence of the Surabaya spice route through the Arempaja board game media, which is also linear or participates in realizing the Sustainable Development Goals (SDGs) Goal 11, especially point 4, namely promoting and preserving world heritage and natural heritage. Apart from that, this research also supports the recognition of the spice route as a world cultural heritage.

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