

VIRTUAL TOUR: TOURISM COMMUNICATION MEDIA DURING THE COVID-19 PANDEMIC IN INDONESIA

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Abstrak. *The covid-19 outbreak that currently hits Indonesia and the world has remained the community to be active to anticipate the spread of this virus. This condition certainly has an impact on tourism destinations and also stakeholders in the tourism sector with no tourist visits in the destination. To face these conditions related to The Covid-19 pandemic, tourism actors must start aggressively looking for new strategies to survive and rise from adversity. Switching to digital media and making new innovations in digital use is considered to be the most suitable choice during this pandemic. One of the digital innovations that can be made by tourism actors is creating a virtual tour. Virtual tours provide the sensation of traveling for tourists without having to leave the house so that they can prevent the spread of this virus. By using a qualitative descriptive method, this research is a phenomenological study that tries to find out about the perceptions of these virtual tourists in experiencing the virtual tour as a tourism communication medium during the Covid-19 pandemic in Indonesia. As a result, even though they cannot feel the sensation and satisfaction of carrying out real tourism activities, virtual tour phenomena activities are quite enough to foster people's to be able to travel again when the conditions are back to normal.*

Key words: *Virtual Tour, Tourism Communication, Travel Experience, Covid-19 Pandemic*

Abstract. Wabah Covid-19 yang saat ini sedang melanda Indonesia dan dunia memaksa masyarakat untuk selalu tetap beraktifitas dirumah demi mengantisipasi penyebaran virus ini. Kondisi ini tentu saja memiliki dampak terhadap destinasi pariwisata dan juga para pelaku usaha dibidang pariwisata dengan tidak adanya kunjungan. Untuk menghadapi kondisi terkait pandemi The Covid-19 tersebut, para pelaku pariwisata harus mulai gencar mencari strategi baru untuk bertahan dan bangkit dari keterpurukan. Beralih ke media digital dan melakukan inovasi baru dalam penggunaan digital dinilai menjadi pilihan paling tepat di tengah pandemi ini. Salah satu inovasi digital yang dapat dilakukan oleh pelaku pariwisata adalah membuat virtual tour. Virtual tour memberikan sensasi travelling bagi wisatawan tanpa harus keluar rumah sehingga dapat mencegah penyebaran virus ini. Dengan menggunakan metode kualitatif deskriptif, penelitian ini merupakan studi fenomenologi yang berupaya mencari tahu bagaimana persepsi dari para wisatawan virtual tersebut dalam merasakan pengalaman berwisata secara virtual sebagai media komunikasi pariwisata dimasa pandemic Covid-19 di Indonesia. Hasilnya walaupun tidak dapat menggantikan sensasi dan kepuasan melakukan kegiatan wisata yang sebenarnya, namun fenomena kegiatan wisata virtual cukup mengobati kerinduan masyarakat untuk bisa berwisata lagi ketika kondisi sudah kembali normal.

Kata Kunci: Virtual Tour, Komunikasi Pariwisata, Pengalaman Berwisata, Pandemi Covid-19



INTRODUCTION

The Novel Corona Virus Pandemic or better known as Covid-19 is known to have affected various industrial sectors. Not only has an impact on the world of health, but tourism is also believed to be the sector that has been badly affected and is the last to recover. Referring to the research of the United Nations World Tourism Organization (UNWTO), the tourism industry is expected to recover in 2022.

According to the World Travel and Tourism Council (WTTC), around 50 million people in the tourism sector will lose their jobs due to the impact of this virus pandemic. WTTC Director Gloria Guevara said that this outbreak poses a serious threat to the tourism industry (Tumbelaka, 2020). COVID-19 has brought devastating potential to the economy in destinations that were once tourist magnets such as Bali, Rome, Singapore, Barcelona, and other destinations (AlJazeera, 2020).

Various policies emerged in an effort to prevent the spread of this virus in Indonesia, such as physical distancing and avoiding direct contact with other people as well as lockdown policy or restrictions on access to and from certain areas. Enforcement of Large-Scale Social Restrictions (PSBB) issued by the Government through Government Regulation No.21 of 2020 forces tourist attractions to close their activities. This definitely has a huge impact on tourism actors in Indonesia. For example, as reported by Bisnis.com (2020) , that many travel business

actors have had to experience harsh conditions along with the emergence of the Covid-19 pandemic and not a few that forced to lay off their employees and even decided to close the business because it had lost a lot.

In contrast, some of the community members respond to this condition in a less elegant way. For example, when the Jakarta Government decided to dismiss students to attend school from home and urged workers to work from home, at the same time many people chose to go for vacation outside the city (CNN Indonesia, 2020) on the ground of taking advantage of the day off during the period. Even though the PSBB has been implemented, the number of people infected with Covid 19 has still dramatically increased until now. This triggers mental stress among the community which actually results in lower immunity against the Covid-19 outbreak. It is in line with the opinion stated by the Centers for Disease Control and Prevention (CDC) that this pandemic is at risk of causing mental disorders such as depression, anxiety, and post-traumatic stress disorder (Czeisler et al., 2020).

Violations do not only do by tourists, but business actors are also identified as having committed operational violations during the implementation of the PSBB or often referred to as the New Normal condition. The DKI Provincial Tourism Office recorded several operational violations committed by tourism business actors in early July 2020. A number of tourism businesses consist of hotels,

restaurants, food stalls, bars, cafes, coffee shops, billiards, karaoke, and spas (N Ramadhian, 2020) as illustrated in table 1.

Table 1. Data on Tourism Business Violations during the Implementation of the DKI Jakarta PSBB

Type of Violation	Operational during the implementation of Large-Scale Social Restrictions (PSBB)
Regulation	Articles 7 and 8 of Governor Regulation No. 41 of 2020
Type of Supervised Tourism Business	596 Business Places
Number of Offenders	134 Business Places with Total Temporary Sealing of 17 Business Places
Follow-up	Administrative Sanction/Temporary Suspension of Business Activities

Source: Compiled by Author

To face these conditions related to The Covid-19 pandemic, tourism actors must start aggressively looking for new strategies to survive and rise from adversity. Tourism actors as part of the driving force of the economy must further enhance competitiveness by making innovations. One of the ways that can be done is by maintaining and building a positive reputation and image of the company through managing and monitoring information and structured communication (Perhumas, 2020). Competitive advantage in terms of innovation will further improve the internal and external quality of the individual or company (Suwardana, 2018). Switching to digital media and

making new innovations in digital use is considered to be the most suitable choice during this pandemic. The President Director of SMESCO, Leonard Theosabrata, said that during the transition to the New Normal period of the COVID-19 pandemic, there should be significant changes in various ways. Of the many strategies, changing the business model and the use of digital technology must be placed as the main strategy (Ramadhan, 2020).

During an outbreak or pandemic such as the condition currently happening globally, the habit of interacting and communicating between one individual and another is no longer a priority. The previous pattern of human communication and interaction will be replaced by technology that allows humans to communicate without meeting in person. Technological developments that can affect all actions and events carried out by humans are the true determination of technology because unconsciously, humans are already affected by technology (Huda & Firdaus, 2018; Søråa, 2017; Surahman, 2016).

Changes in communication methods create a new challenge for the community. Various jobs that are usually done in the office have been replaced by working at home, which is done online. Teaching and Learning activities that are usually carried out in schools are now being replaced with the Distance Learning model (Khasanah et al., 2020). Trading activities that are usually carried out in shops and shopping

centers are now being replaced by various Market Place applications. Likewise, discussions, meetings, and seminars have been replaced with video conferencing applications that allow everyone to meet virtually. In essence, all communication activities are carried out from home so that this condition requires each individual to be able to adapt and master various applications as well as communicate with other people using a variety of media.

There is a communication theory called New Media Theory, which explains the phenomenon of media use which provides a point of view that places the audience as an active party. Holmes (2009) states that new media theory has largely shifted its attention to the ontology of digital media as a defining characteristic that will replace second-century media historicism. One of the first claims about the substantial change due to media was made by Marshall McLuhan, the founder of the term media. McLuhan (2003) argues that the effects of the electronic revolution in America in the 1950s were so great that this revolution produced classrooms without walls because telecommunications and television had simultaneously carried the structure of information. It is in this context that internet technology is seen as a driving factor for changes in communication patterns in society. In relation to tourism, carefulness in choosing technology media is the key to success in promoting and developing tourism charm, arts, and culture (Suleman, 2013).

The use of technology in the world of tourism in Indonesia today is a necessity. Many countries have succeeded in successfully utilizing Information and Communication Technology (ICT), more precisely using the internet to develop their tourism industry (Wagaw & Mulugeta, 2018). Information and communication technology makes it possible to communicate a large number of potential visitors to get to know the features and products and services that exist in tourist destinations, to build and strengthen brand images, and to instill ideas in the minds of tourists about the superior experience thus encouraging them to choose such tourist attraction as the destination of their tour (Baggio et al., 2011; Ting et al., 2019; Wijaya et al., 2018).

The use of technology can also help tourists make decisions to visit certain destinations. Previous studies showed that tourists often made decisions under conditions of uncertainty about the benefits of visiting certain destinations (Karl, 2018; Thai & Yuksel, 2017). One of the reasons for this uncertainty was due to the lack of objective criteria for destinations such as physical attributes that actually could be used to make choices for certain destinations (Rachmadi, 2016). Even long before that, (Nelson, 1970) referred to this uncertainty as an "attribute of experience" because this uncertainty can only be identified through experience.

Gartner (1994) in his study once said that the best way to be able to experience traveling to a destination

was to come and enjoy directly to the tourism destination. However, the pandemic condition that occurs globally and the large-scale social restrictions imposed by the Indonesian government have forced people to rethink about being able to carry out tourist activities and visit directly to certain tourism destinations. In such condition, many people are trying to find a way out to avoid boredom or just looking for busyness in dealing with condition that is different from previous normal habits. If a person cannot face this problem positively, it is possible that it can also cause trauma as evidenced by a study conducted by Bonanno & Keltner (1997) that a person would be able to adapt to traumatic situations if they had positive emotions.

During the Covid-19 pandemic in Indonesia, various new ways of doing activities emerged. One of the activities often carried out by the community during a pandemic is teaching and learning or holding virtual meetings using video conferencing applications. The public has also begun to be preoccupied with information about invitations to participate in seminar activities through websites (webinars) circulating on social media. Likewise, information about virtual tour activities that are widely circulating in various media is believed to be a new travel trend during the pandemic.

Along with this development, there have also emerged new ways of using digital technology in the tourism sector (Kusumawardhani, 2020). Starting with the circulation of information through television, online

media and social media about the closure of several tourist attractions around the world to stop the spread of the Covid-19 corona virus, information about the opening of tours that can be done virtually on several tourism destinations are also circulating. The museum is one of the tourist attractions that impose virtual visits that were originally paid for but during the pandemic they were open to the public or free. This is done to channel the interest of visiting tourists who still want to visit these tourist attractions even though it can only be performed from their respective homes, of course as long as they are connected to the internet network. Without realizing it, these virtual activities have become a new habit (New Normal) which is carried out by many people during the pandemic.

Joining a virtual tour is one of the activities that can be done in New Normal condition. Based on the fact of evidence that a virtual tour is a kind of experience done virtually, the concept of virtual experience needs to be defined first (Cho et al., 2002). The virtual experience is defined as an experience in a virtual environment using a computer-mediated environment and is based on the concept of "telepresence" which is a key aspect of an experience (Pelet et al., 2017). Telepresence is defined by Steuer (1992) as the feeling of being in an environment that is mediated by the communication medium.

Experience in taking virtual tours or virtual tours defined in this study referred to experiences mediated by the use of information and communication technology (ICT)

in exploring the landscape and spatial of a destination. By adopting advanced media technology such as high-resolution visual images, panoramic images, interactive, and navigable functions and three-dimensional virtual reality (3D), many institutions engaged in tourism have developed various service features to enhance the quality of virtual tourism experience (Cho et al., 2002; Chung et al., 2015; Jung et al., 2015). A study conducted by Vergara et al. (2017) also points out that with the widespread use of the Internet, Virtual Tour is becoming a trend in increasing user engagement with products delivered and widely used in many fields such as medicine, engineering, computer science, and of course in tourism.

Virtual Tour is defined as a simulation of a trip to and from a tourism destination. Virtual tours usually consist of a 360 video sequence or a series of still images (Cho et al., 2002). Virtual tours can also be experienced using other multimedia elements to support the presentation of the virtual tour, such as sound effects, music, narration, and text (Jan et al., 2009). It is as if participants who take part in the virtual tour are taken directly to visit a well-packed tourist attraction. This is in line with the finding of a study conducted by Cho Yong-Hyun & Fesenmaier (2001) that virtual experiences using environmental simulations such as sketches, photos, and videos were considered successful in creating and communicating a picture of a tourism destination interactively.

In the scope of information technology, interactivity can be defined as the ability of technological systems to promote efficient communication processes (Mhamdi, 2018; Mütterlein & Hess, 2017), which enables elements that make communication mediated by analog technology then transformed into dialogue (Sádaba-Chalezquer, 2000). Interaction is also defined by Macias (2003) as a state or process of communicating, exchanging, obtaining, and modifying content such as ideas, entertainment, and product information through computers, modems, and others wherein these interactions respond to communication needs between communicator with the audience by including hypertext links, two-way communication and so on. Finally, by explaining the interaction between humans and computers in the context of virtual tourism, media equation theory and media wealth theory can provide a fundamental theoretical lens for us to have perceptions and understand more about the effects of technology to improve the quality of virtual travel experience (Choi et al., 2018).

Perception is defined as different opinions as to the perspective that each person has on the same object. There have been many previous studies that tried to define the meaning of perception. Perception is an interpretation of a sensation (Nurfalah et al., 2017; Zilnyk, 2011). Perception is a way of looking or how people see and interpret something whether be it an object, event, or person himself. A previous study in terms of tourism

also stated that the tourists' interest in visiting tourist attractions is very dependent on their perception of the quality of the tourist attraction (Moon & Han, 2018; Sopyan & Widiyanto, 2015; Suhartanto et al., 2020).

One of the digital innovations that can be made by tourism actors is creating a virtual tours. Through Virtual Tour, tour operators try to invite people who choose to be at home to do social distancing to participate in online traveling and exploring the beauty of tourist destinations in Indonesia virtually. The phenomenon of the number of participants who like to take part in virtual tourism activities is interesting to be further studied. Based on the description above, this study aims to find out the perceptions of these virtual tourists regarding the experience of participating in virtual tour activity as a medium of tourism communication during the Covid-19 pandemic in Indonesia.

METHODOLOGY

The analysis results in this study were presented a quantitative-qualitative (mix method) with a descriptive approach. This approach is considered capable of exploring deeper meanings of the current phenomenon (Creswell & Creswell, 2017). The study was conducted for 4 months starting from May 2020 to September 2020. The types of data collected during the study were primary data and secondary data. Primary data were obtained from the questionnaire and an interview by phone after participating in 3 virtual tour activities, namely the

Nglanggeran Village Virtual Tour, the Geopark Tambora Virtual Tour and the Sawahlunto Virtual Tour.

As many as 50 informant that join the virtual tours with different background who were recruited using the purposive sampling technique provided an answers from the questionnaire and interview which were then processed by the authors to obtain answers related to informant perceptions about the implementation of the virtual tours. Furthermore, the authors analyzed the study data using the Analysis Interactive Model Technique (Miles & Huberman, 1994) which consists of data collection, data reduction, data display, and conclusion. The author also used a Likert scale to assess respondents' opinions about the implementation of the virtual tours they were participating in. Secondary data were obtained in the form of literature reviews, journals, and books as well as previous studies related to the current study topic.

RESULTS AND DISCUSSIONS

Use of Video Conference Platform

In practice, virtual tours can be carried out with various applications and video conference platforms. In simple terms, according to Wikipedia, a platform is a medium or space used to run the software. There are several platforms that can be used to create virtual tour programs using video conferencing applications including Skype, Google Hangouts Meet, Cisco Webex, Microsoft Teams, Slack, Go To Meeting, Whatsapp, Facetime, FreeConference, Jitsi, and Zoom

Cloud Meeting. Among the many platforms, Zoom is the most popular for virtual tour operators to use. Zoom claims to be the leader in modern enterprise video communications, with an easy and reliable cloud platform for video and audio conferencing and webinars.

Figure 1. Virtual Tour conducted by Padjajaran University students to Nglanggeran Tourism Village



Source: www.unpad.ac.id

In this study, virtual tour organizers preferred to use Zoom as the presentation medium. According to organizers, Zoom was more familiar to be used as delivery medium of a Virtual Tour due to many features it supports. The following are the advantages and features of the Zoom Cloud Meeting platform such as : User Friendly, Encryption security, HD video dan audio, Built-in collaboration tools, Records and transcripts, Scheduling feature, Team chat feature, Welcome Page feature, Mute/Unmute feature, Background feature, and up to 1000 users.

The Zoom platform was used only as a medium of delivery to virtual tourists. Meanwhile, the virtual program packaging used

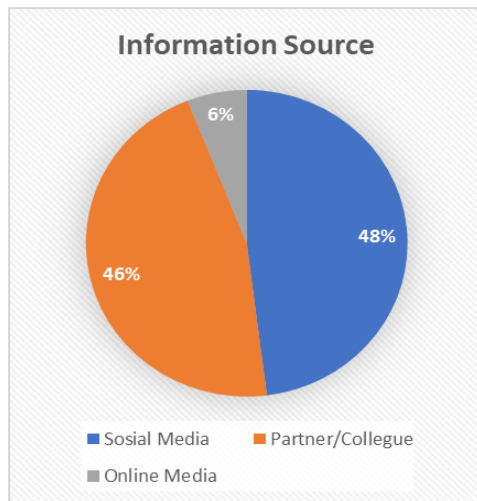
several free applications that can easily be found on the internet, namely Google Maps, Google Earth, and Google Creator. The addition of media images, videos, and sound effects was sometimes also needed to support virtual tour content.

Information Source

Internet technology has a significant role in the travel decision-making stage. This decision-making stage is a process in which information becomes an important part of it. The fact is that novice tourists currently rely on the existence of the internet which has provided them with easy and inexpensive access to the various kinds of information they need (Buhalis et al., 2006).

As with the experience of participating in virtual tour activities, based on the analysis of the questionnaire results obtained from respondents, several channels were found as sources of information in the decision-making stages to take part in Virtual Tour activities. It was known that 54% or 27 respondents stated that they knew information about virtual tour from internet media (social media and online print media). Meanwhile, 46% or 23 respondents knew information about the virtual tours from colleagues or friends. From these results, it can be concluded that the internet had a role as the main source of information in making decisions to take part in virtual tours as illustrated in Figure 2.

Figure 2. Information sources for virtual tour activities



Source: Compiled by Author

Virtual Experience

The internet can be accessed from anywhere and anytime and information obtained on the internet can be updated regularly and on time. The internet is one of the important factors of tourism communication medium where the internet provides the potential to offer quality virtual experiences, enabling real-time interactivity between humans and computers (Werthner & Klein, 1999).

The experience of surfing in cyberspace encourages people to always want to try new things along with the development of internet technology. During the pandemic, the trend of virtual experiences is not only found in the areas of study, work or shopping, but tour travel can also be obtained with virtual experiences. Regarding the experience of participating in virtual tour activities, it was found that 66% of respondents or as many as 33 respondents stated

that this was their first experience of taking a virtual tour, while 34% or as many as 17 respondents said that they had participated in virtual tour activities before (Figure 3).

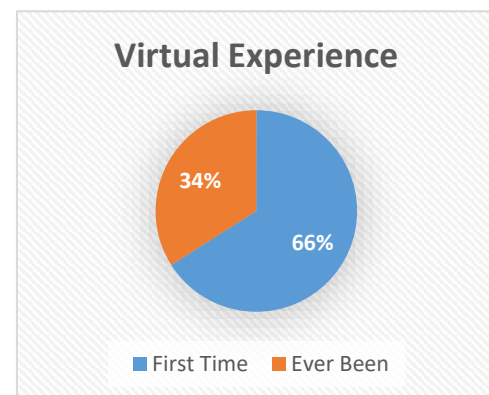
In addition to the data above, it was also revealed the reasons why respondents were willing to take part in virtual tour activities as expressed by several respondents below:

"I want to know how the virtual tour is implemented, and want to treat my longing and nostalgia for Nglanggeran Tourism Village." (Respondent 14)

"It is a new thing in the midst of the covid pandemic, I was so curious about the virtual tour and I have never been to Nglanggeran". (Respondent 15)

"Because this is my first experience participating in a paid virtual tour and the destination I chose was familiar, I appreciated the organizers' efforts to cooperate with such tourist destination. I am planning to take a virtual tour next week to the sites where I have never visited before. Hopefully, after the pandemic is over, there will still be innovations that help people work in tourist destinations to create developments related to Internet-based media technology. (Respondent 11)

Figure 3. Experience from virtual tour activities



Source: Compiled by Author

From this data, it can be concluded that virtual tour activities were interesting things to participate in and could even be done repeatedly. Although some of these virtual tourists had visited the destinations presented in the virtual content, this did not dampen their intention to participate and experience traveling to these destinations in the virtual version.

Virtual Tour Price

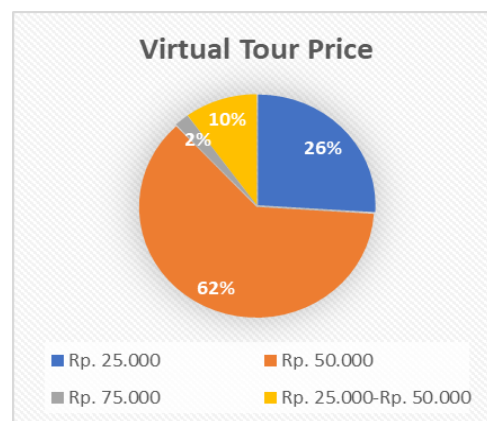
Price is an exchange rate of a good or service which is stated in monetary units. Price is an important factor that influences a person's choice to buy a product or service. According to (Kotler et al., 2010), there are four indicators that characterize prices, namely:

1. Affordability of prices
2. Compatibility between price and product quality
3. Price competitiveness
4. Compatibility between price and benefits

In implementing virtual tour activities, the organizer applied a price difference based on how many registrants are in one registration session. This price difference aimed to attract more participants since the more participants who registered, the cheaper price would be offered. From the data obtained in the implementation of virtual tour activities, the authors obtained several opinions from respondents regarding the appropriateness of the price of virtual tour activities. As many as 13 respondents or 26% of respondents

chose the price of IDR 25,000 per person deemed appropriate for each virtual tour broadcast. As many as 31 respondents or 62% of respondents chose the appropriate price of IDR 50,000 per person. Meanwhile, only 1 respondent thought that the appropriate price was IDR 75,000 and the rest could not determine the exact price but only chose a price range between IDR 25,000 to IDR 50,000 per person for each virtual tour (Figure 4). The mean appropriate price for one virtual tour was concluded to be IDR 40,000 per person.

Figure 4. Price of virtual tour broadcast



Source: Compiled by Author

Tourism Marketing and Promotion

The use of internet media in tourism marketing or commonly known as digitalization of marketing communications must fulfill substantive elements, namely aiming to provide information and understanding, introduce, popularize, persuade continuously in order to attract the target market towards the products being offered and further it

can increase the number of sales (Sulthan, 2017), in this context it is shown by the tourists' interest to visit tourism sites. Marketing communication is considered to be able to change the behavior of tourism consumers, namely tourists.

Virtual tour activities carried out during the Covid-19 pandemic in Indonesia can be used as a means of promotion and marketing for tourism destinations since they are indirectly trying to introduce tourists to details, facilities, accommodations, and all supporting factors associated with such tourism destinations. For some respondents, the virtual tour activity was used as a survey stage before the actual tour in the future. This can be seen clearly from the data of respondents who stated that their reason for participating in virtual tours was to know more about tourism destinations to go to when this pandemic condition is over.

"I would like to develop my insight through experiencing the visit to tourist destinations that I have never visited before and would like to see what the tourist destinations are like so I can plan trips after this pandemic is over". (Respondents 2, 6, 11, 13, 21, 24, 33, 38, 47, 48, 49)

Travel Solution in the Midst of Pandemic

Actual travel during the pandemic in Indonesia is difficult. Virtual tours can be an alternative to traveling because all activities can be done at home as long as you are connected to the internet. Even though people can only see pictures or videos, this virtual tourism program is quite helpful for the community in

overcoming their longing (Sukaesih et al., 2020). Virtual tours can also address physical limitations. Not only we are not yet possible to visit the tourist site due to the condition, but for some participants, due to age factors, their physical condition will not allow them to travel to climb Mount Tambora, for example. From the results of the distributed questionnaire, it was shown that 100% or all 50 respondents stated that virtual tour activities held during the implementation of the PSBB could be a solution for traveling in the midst of the Covid-19 pandemic.

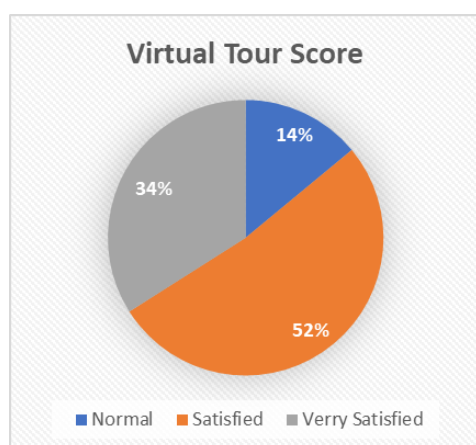
"It was very good as a way to unwind and add information during the #stayathome period. I could find interesting tourist destinations and took tours anywhere without leaving the house in this PSBB situation. This virtual activity can treat longing to go on a tour and increase knowledge" (Respondents 1, 6, 37, 44).

Virtual Tour Assessment

Based on the results of the questionnaire obtained from the respondents, there was a question about the overall value of the virtual tour participated by the respondent. This assessment is considered a very important element for the organizer because it aims to determine the quality of the implementation of virtual tourism activities as a whole. The results showed that 7 respondents or 14% of respondents provided a value of 3 or moderate (nothing special) for virtual tour implementation. A total of 26 respondents or 52% of respondents provided a value of 4 or expressed satisfaction for virtual tour implementation. Meanwhile, 17

respondents or 34% of respondents provided a very satisfying value for the virtual tour they participated in. Based on these results, the overall mean value for the implementation of the virtual tour participated by the respondent was 4.2, which meant that the respondent was satisfied with their experience of participating in virtual tour activities (Figure 5).

Figure 5. Respondents' assessment on virtual tour



Source: Compiled by Author

CONCLUSION

The experience of traveling and taking part in virtual tourism activities during the Covid-19 pandemic in Indonesia is a new phenomenon for the community which informant considered to be an interesting activity to do. The use of video conferencing platforms is common during this pandemic and the platform can be modified to be used as a medium for virtual tour activities with a relatively affordable price of IDR 25,000 - IDR 50,000. This price is considered a price worth paying to get

a virtual tour experience during this pandemic.

This virtual tourism activity can also be used as a means of promotion for tourism destinations to foster tourist's interest in visiting when the condition returns to normal and traveling is possible to do. The assumption of taking virtual tours as a solution to travel during a pandemic is shared by all informant who considered virtual tours as something that is worth doing to add insight and fill time while undergoing a "stay at home" condition to prevent the spread of coronavirus (Irwan et al., 2020). Although virtual tours could not replace the sensation and satisfaction of carrying out actual tourism activities, the phenomenon of virtual tourism activities was sufficient to treat people's longing to be able to travel again when the condition returns to normal.

Further study on virtual tour activities to dealing with limited conditions during this pandemic is very necessary considering the lack of similar studies. As a recommendation, creativity in filling the time with positive activities is needed to be able to maintain one's condition in order to avoid anxiety in facing the epidemic condition that is currently hitting entire communities worldwide.

#DreamNowTravelTomorrow.

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