

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter consist of two points, the first point is conclusion and the second point is suggestion.

A. Conclusion

Based on the research results that have been obtained through observation, interviews, and documentation that the researchers carried out regarding the use of gadgets applications in learning English, several conclusions can be drawn, namely offline by utilizing technologies in the form of gadgets. The applications used in learning are based on gadgets. The teacher uses several learning media applications in the form of YouTube and Quizizz as a means of delivering material or evaluation during learning by utilizing several learning application features that utilize the upload feature and various videos on YouTube, to deliver material and assignments on YouTube, while when making evaluations learning by making game-based quizzes on quizizz, and using Whatsapp only to send material links related to learning. The stages are the preparation stage and the implementation stage. At the preparatory stage the teacher prepares a Learning Implementation Plan (RPP), learning materials in the form of modules and videos for learning English, and for evaluation materials for learning English. Then at the implementation stage, the teacher uploads English learning evaluation

material and materials in the application to be used, then the teacher distributes links or links to English learning material and evaluation in the Whatsapp group for the class that will carry out English learning and finally the teacher gives students the opportunity to ask questions answer.

And for the implementation of Youtube and Quizizz, it can be concluded that the learning model using the Quizizz and Youtube applications is very suitable for use in face-to-face learning. Apart from that, YouTube learning also makes it easier for students to complete learning material, while Quizizz learning is also very educational with the results of student work that can be given an evaluation. Learning by using Youtube, students become interested in learning. The use of YouTube by teachers can make it easier to deliver learning material and make it easier for students to understand the material presented. Quizizz is also very efficient, the teacher does not need to correct students' work one by one, because it has been made easy to implement learning media using Quizizz.

B. Suggestion

In this section, the researcher would like to provide suggestions or input, hopefully after this research will identify and reduce the problems that affect the application of learning. As for the suggestions of researchers namely:

1. The Principal of SMAN 8 Kota Kediri, should work on the lack of internet or Wifi network facilities by adding Wifi speed so that it can be used by all school members in one room and providing an LCD and loudspeaker in the classroom without having to take these facilities back to administrative office.
2. The teacher is already good at managing the class, but it is better if he still pays attention to students in using smartphone learning media. Because, it is not impossible for students to use their smartphones for things that are negative. And teachers can also be more creative in developing learning media.
3. Students should be able to use smartphones wisely to support the learning process in class, so that they can hone the creativity of student collaboration.