

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

This chapter describes the conclusion and suggestions. The conclusion of the research is obtained from the development results that have been presented in the previous chapter. Meanwhile, suggestions are presented for consideration in the development of similar media in the future.

#### A. Conclusion

The research entitled “*Developing the Animation 'The Legend of Mount Kelud' As an English Learning Media*” explains how the process of developing animated learning media takes place coherently and systematically. This research is based on the research and development model from Dick and Carey but has been modified in such a way by the researcher to make research easier. From this research, researchers know that to produce good quality product, it must go through a long process. Starting from (1) planning; (2) creating a storyline; (3) product development (which includes: concept, scenario, character building, storyboard, dubbing, assets, layout, lock movement, coloring, composite and editing, quality check, and rendering); (4) validation by experts, and (5) revision, until finally the final product is obtained. From the results of expert validation, from media expert show the value, namely 78%. This means this product is "valid, can be used but needs a minor revision". Meanwhile, validation results from linguists show a value of 88%, which means this product is "Very valid, No revision needed". So this product needs a little revision before it can finally be used as an English learning medium and a medium for introducing local wisdom to young learners. The implication of

folklore animation in teaching English encompasses a range of educational benefits, such as: (1) cultural immersion, (2) language context, (3) contextual learning, (4) language diversity, (5) cultural sensitivity and awareness, (6) critical thinking skills, (7) creative expression, (8) interactive learning, (9) global perspective, and (10) motivation and engagement.

## **B. Suggestions**

Based on the conclusions above, suggestions related to the findings of this research are offered to English teachers and other researchers. The researcher hopes that the results of this research can be used as an experience and reference for teachers and other researchers.

For teachers and researchers, it is hoped that the animations created by researchers can be used as a fun English learning medium for students to learn, especially in introducing local wisdom.

For future researchers, it is hoped that this research can be used as a reference in conducting further research for other researchers. The researcher also hopes that the findings and weaknesses of this research can provide inspiration and ideas for development for future researchers. This research is also expected to facilitate collaboration between researchers who have the same research interests and goals. Collaboration enables the exchange of ideas, resources, and expertise that can enrich research.