

CHAPTER V

CONCLUSION AND SUGGESTION

The last chapter of the research consists of two items; there are discussions that concerning of development of the media and some suggestion toward the use of the product that has been developed.

A. CONCLUSION

The media that were given to the student get positive comments from the students and teacher. Because this media developed based on students' need and can be motivation for the student to learn English well. And according to Curriculum 2013, the teacher are required to be able to provide the material and explanations in an effective ways and is able to enhance students' creativity, but according to need analysis of student and teacher, the use of media in English lesson, exactly in English Vocabulary still less, and media usage was limited to the dictionary, picture, simple game, etc. while the use of media in this era is very important to support students ability, moreover the vocabulary is the basic abilities to be possessed by the students. From this fact, the researcher has a purpose to make educational media using electronic media, because the use of technology can help students and teachers in teaching learning process, teach better and more effective.⁴⁷

To make an interactive media based on CALL (Computer-assisted language learning), the researcher used Quiz Creator application to make

⁴⁷ Mansouri, Vahid, *Vocabulary Instruction: Software flashcard vs word clouds*, (Iran: Australian International Academic Centre, Australia, 2015). P.41-45

“Game Quiz” as interactive media according to the students and teacher need, and there are some step that should be done for it, start from need analysis, developing material, expert validation, revision, try out, and final product. And according to the need analysis, 85 % of the students agree that Game is interesting to apply for their English. From that fact, the researcher start to make a game that calls “Game Quiz”. Before applied it, the media should be revised by 2 experts’ validation, and the experts are English teacher and Computer teacher in the school. After that, the researcher displayed the media to the students and gives the simulation, and because the object is Young learners and the media has many different activities, so it is need clearly instruction to make them more understand with the game instruction. And the result of that is so satisfactory. All of student feel comfort and motivated by the presence of the media.

B. SUGGESTION

Based on the process of developing media, some suggestions are presented on how to make use of the product and how to make the product better.

For teacher, exactly English teacher, the developed media is suggested to be used as learning media for the students because its suitable to apply for any grades of students, so its need teachers’ creativity to developing this media to be better and more effective. This media has many type of activity that can improve student ability, and for English lesson, it can

improve 4 skills in English (Listening, Speaking, Reading, Writing) and also can motivate them to learn English.

And for general people, such as student, college students, teacher, lecturer, etc, this program can be used as one of references for developing a media. So, this application can be interactive media to make a media that apply for education, quiz, game, etc. This application is recommended because it has many advantages and simple way to apply that, there are many types, system on-line or off-line, password, support picture, audio and video, etc.