CHAPTER V

CONCLUSIONS AND SUGGESTIONS

The results of the research have been discussed in Chapter IV. In Chapter V, the author presents the conclusions of this research and several suggestions.

5.1. Conclusions

This study used the research and development (R&D) method. In developing the product, researchers used the ADDIE development model. The developed product is English learning application media aimed at tenth grade in vocational high school. The researcher concluded several conclusions based on the findings and discussions:

1. This Android-based learning application was developed as a learning medium to support independent learning aimed at class X MPLB at SMK Pawyatan Daha 2 Kediri. The development of this Android-based learning application uses the ADDIE development model which consists of five stages, namely Analysis, Design, Development, Implementation, and Evaluation. In the first stage, researchers conducted a needs analysis to find out the needs of students. Then the second stage is design. At this stage, the researcher sketches the product to be made. The development stage is the third stage. At this stage, researchers develop the product into a finished product and then validate it to material experts and media experts. After validating the product and revising if there are suggestions or additions. Then the researchers carried out the implementation at the fourth stage. This implementation is carried out to students so that students know and can assess the products that have been developed.

The last stage is evaluation. Based on the experts' assessment, the results of the product assessment presentation showed 93% with good criteria.. In addition, the assessment results from students also showed good results with an average percentage of 81.9%. After all stages of development have been completed by the researcher, and based on the results of the assessment of the product, it can be concluded that the resulting product is ready to be used as a supporting learning media in learning reading text.

2. The product produced by this researcher is Media application for learning English. This English learning application media is expected to be used by students to learn reading text anywhere and anytime. This Android-based learning application is equipped with materials, practice questions, and several quizzes that can be followed by students to help their understanding of English reading text. This English learning application media can be accessed via the download link or by downloading via PlayStore. This English learning application media display is android-based, and can be accessed via smartphone.

5.2. Suggestion

After concluding the results of this research, the researcher also wants to provide several suggestions for:

a. Students

This learning application media can be used as a supporting learning medium for independent learning. Independent learning itself is carried out with the aim of so that students can incrase their

reading interest of English learning at school. Researchers suggest that students can use this application for independent learning as much as possible. Diligently doing activities and practicing questions can improve your understanding.

b. Teacher

Learning media is always needed during learning activities both inside and outside the classroom. This learning application media is a learning media that supports students in learning reading text, therefore researchers recommend teachers to guide students to give instruction of used this media in learning process. This is intended so that students can more easily understanding their reading material.

c. Further researcher

This product is an This learning application media that is android based system and can be accessed via a download link or download via playstore. Therefore, the author's hope for future researchers is that they can present a new Android based learning application that is simpler and without the need to use an internet connection, considering that there are still many students who may have difficulty getting internet access.