

CHAPTER V

CONCLUSION AND SUGGESTIONS

In Chapter IV, the researcher has explained the results obtained from this research. This chapter presents conclusions that summarize the main findings and suggestions given based on the research results. This conclusion provides answers to the research objectives, while the suggestions presented aim to provide practical recommendations and directions for further research.

A. Conclusion

Based on the findings and discussion, the ULSEL-G learning media was developed as an English language learning media in the classroom. This assessment was carried out in class X-C at MAN 5 Kediri with a total of 35 students. To develop it, the researcher chose the ADDIE research and development method. Five stages of the ADDIE model: analysis, design, development, implementation and evaluation.

At the analysis stage, it was found that there was no supporting media for English language learning, so ULSEL-G was developed to meet this need. the next step is design. At this stage the researcher designs learning media, game rules, questions, answer keys, image designs, cards, blocks and covers. After that is the Development stage by completing the final design according to the storyboard. Material and design expert validation showed good results (88%, 92%, and 89%), followed by revisions. in the Implementation stage, the product is implemented in the classroom after revision. The student assessment produced good results. The final stage is evaluation. Student responses showed a percentage of 85%, indicating that the ULSEL-G learning media is ready to be used in English classes.

B. Suggestion

Researchers provide several suggestions if necessary in developing the following learning media:

1. UNO Lingo Stacko English Learning learning media - The game would be better if it was developed more comprehensively, including game rules, number of blocks, amount of material, and the appearance of the learning media.
2. If the ULSEL-G product is applied in further learning, it needs to be tested for effectiveness
3. The media used in ULSEL-G learning media requires expensive costs to complete media needs. Therefore, in wider distribution and application in schools, this can be achieved by replacing low quality wood and paper by using plastic types in the development of ULSEL-G Learning Media.
4. It requires a relatively large amount of time, therefore future research is expected to consider manufacturing time.