

CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

This chapter describes the conclusion and suggestion

A. Conclusion

Based on the results of research and discussions on the development of a flipbook-based english e-module on recount text material for class x MA Al-Huda, Kediri City, the researcher reached the following conclusions:

1. The e-module development process uses the R&D (Research and Development) method with the ADDIE model which consists of five stages, namely: 1) Analysis consisting of needs analysis and curriculum analysis. Based on the results of the interview, the teaching module is still in the development process due to the move from the previous curriculum to an independent curriculum. Students are interested in using digital learning media. However, in the learning process, the digital teaching materials used by teachers are only PowerPoint slides and the Canva application. Another fact obtained based on the results of interviews with teachers is that students often experience difficulty in solving questions because students do not understand the material presented and do not pay attention to the question instructions. On that basis, it is necessary to have innovative digital teaching materials that can familiarize students with solving problems in the learning process. 2) Design is planning before developing e-modules. E-Modules will be created using Canva and Heyzine Flipbook. The E-Module is designed with three main parts, namely introduction, content, and conclusion. The core section contains the main points of discussion which consist of 3 units (personal recount text, factual recount text, and biographical recount text), 3) Development is the process of making a product. The products created at this stage are not only e-modules but also formative tests and assessment instruments. Products are validated by media experts and material experts. Then the product is revised based on the validator's criticism and suggestions. 4) The implementation is by applying the e-module to the real learning process in the classroom. E-Module is implemented in class.

2. Validation of the flipbook-based e-module on recount text material obtained "valid" results by material experts with a percentage of 96.5% and validation results from material experts with a percentage of 100%

3. Based on responses from students to the flipbook-based e-module on recount text material that had been developed by researchers, the e-module was declared 'practical" with a percentage of 9.28%. The validation results of this module meet the criteria of very good and students gave a positive response to the use of e-modules as learning material for recount text material as proven by the results of the questionnaire

B. Suggestion

In connection with the results of the discussion put forward in this research, the author would like to convey the following suggestions:

1. For students, this learning E-module is designed according to student characteristics so that students are expected to be able to use it independently. Students are expected to read books or other related learning resources so that they can increase their knowledge of the material being studied.

2. Teachers and schools are advised to utilize e-modules that have been developed as a form of innovation in the use of digital teaching materials. Apart from that, it is also recommended to develop e-modules for other english language materials to support the learning process which can help teachers in supporting learning and make it easier for students to learn independently.

3. It is recommended that other researchers develop digital teaching materials by expanding english language learning to other materials. With the hope that students can be trained in solving questions on various materials