

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions and suggestions of the research in Developing an Interactive Learning Media by using articulate storyline for teaching English at Second Grade students' of MA Al-Manar Prambon Nganjuk.

A. Conclusion

Based on the validation result of two validators, the interactive learning media by using articulate storyline for teaching English got 71,7%. so that, it can be concluded that the quality of interactive learning media which developed by using articulate storyline for teaching English was good enough and proper as supporting English learning.

Furthermore, based on the result of the students respond, the interactive learning media by using articulate storyline which revised by the researcher based on the validation result got percentage 91%. Whereas based on the English teacher's respond got percentage 94 %. So it can be concluded that the interactive learning media by using articulate storyline for teaching English got very good respond as learning media which help them in learning English.

B. Suggestion

The researcher has some suggestion for the parties that are involved in this area.

1. For The English teachers

The English teachers should also take a look at the interactive learning media by using articulate storyline. This interactive learning media can help them to teaching English easier and more interesting, but the English teacher need to guide the students when use it in learning process.

2. For other teachers of other subject

This model of interactive learning media which created by articulate storyline can be one of the models that can be considered in making interactive learning media for Teaching English or of other subjects. So for other teachers of other subject can use this interactive learning media as example if they want create the interactive learning media for their subject.

3. For other researchers

The researcher understands that this research still needs much improvement. There are still many other research areas that are relevant the interactive learning media development that can be done by other researchers.