

CHAPTER V

CONCLUSION AND SUGGESTIONS

This chapter presents the conclusions drawn from the research findings and provides suggestions for teachers, students, and other researchers based on the study's outcomes.

5.1 Conclusion

This research investigated the effect of using comic strips on students' motivation in vocabulary learning and their vocabulary mastery, specifically among eleventh-grade students at State Vocational High School 1 Ngasem. The findings demonstrate that the integration of comic strips into English language instruction offers significant advantages over traditional media such as flashcards.

The results show that students taught using comic strips achieved higher levels of vocabulary mastery compared to those taught with flashcards. Comic strips, which combine visual and textual elements, provided contextual clues that helped students understand and retain new vocabulary more effectively. The engaging nature of comic strips also contributed to increased student motivation, both intrinsically and extrinsically. Students reported greater enjoyment and interest in learning activities, which led to more active participation and better learning outcomes.

Overall, this study confirms that comic strips are an effective and engaging medium for enhancing both vocabulary mastery and learning motivation in English language education. The use of comic strips not only supports diverse learning styles but also creates a more inclusive and dynamic classroom environment.

5.2 Suggestions

Based on the findings of this study, the researcher will provide some suggestions aimed at improving the conditions of students, teachers, and future researchers.

1. For English Teacher

Teachers are encouraged to incorporate comic strips into vocabulary instruction, especially when teaching procedural texts or context-based language. This medium caters to different learning styles, particularly visual and narrative learners, and helps increase student motivation and participation. However, teachers should ensure the content of comic strips is relevant, culturally appropriate, and aligned with learning objectives. Training in digital comic creation tools (e.g., Canva) can also be beneficial for preparing engaging materials.

2. For Students

Students are advised to utilize comic strips not only as classroom materials but also as self-study resources. By engaging with comics that include real-life vocabulary in meaningful contexts, students can improve both their comprehension and retention. Creating their own comic stories could also enhance creativity, language skills, and deeper understanding of vocabulary.

3. For Other Researchers

Future researchers are recommended to explore the long-term effects of comic strips on vocabulary retention and other language skills such as grammar, speaking, and reading comprehension. Further research could also investigate the application of comic strips in different educational levels (e.g., elementary, university) or subject areas. Additionally, exploring the use of interactive or digital comics may offer insights into technology-integrated language learning.