

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter contains the conclusions from the research conducted by the researcher, besides that the researcher includes several suggestions in order to improve further research.

A. CONCLUSION

English has become an essential tool for global communication. It serves as the primary language in many countries and plays a crucial role in various sectors, including education, social interactions, and politics. Given its importance, learning English from a young age is crucial, as knowledge acquired in childhood tends to be retained longer than that gained in teenager or adult. One of the key components of language learning is vocabulary, which plays a central role in enabling effective communication. However, in fact there are many students struggle with vocabulary mastery due to limited opportunities for practice and insufficient learning resources. Therefore, teachers need to adopt engaging and effective learning media that promote vocabulary acquisition and make learning more accessible and understandable for students. Assemblr edu learning media has emerged as a promising solution, offering interactive and immersive learning experiences.

This research shows that Assemblr edu have significant effect in the vocabulary learning outcomes. This is evidenced by the comparison of pre-test and post-test scores in the experimental group in this research, which highlight the highly effect of Assemblr edu in improving students' vocabulary mastery.

Based on the research results, the experimental group had an average pretest score of 53.70, which showed significant improvement in the post-test with average score of 71.20. In addition, the result of ANCOVA shows the value of Sig. was 0.045, which was lower than value Sig. 0.05. As a result, the Null Hypothesis (H₀) was rejected and the Alternative Hypothesis (H_a) was accepted. This confirms that Assemblr edu has an effect to improve vocabulary.

The improvement in vocabulary mastery can be attributed to the interactive and engaging nature of AR learning media. This learning media allows students to collaborate with their peers, learn at their own pace, and build confidence in pronouncing and memorizing English vocabulary. Moreover, the ability to work with friends during learning process and share knowledge fosters a supportive learning environment. As a result, students find the learning process more enjoyable and interesting, making vocabulary acquisition more effective and less monotonous.

B. SUGGESTION

1. For English Teachers

Teaching English can sometimes be challenging, especially when it comes to engaging students and helping them understand the material. It is important for teachers to use interesting and appropriate learning media. Learning tools play a key role in making lessons clearer and more enjoyable for students. Assemblr Edu is a great option to consider because it uses augmented reality and 3D designs that are fun and interactive.

Besides making learning process more interactive, this media also helps students become more familiar with advanced technology.

2. For Schools

Schools should be able to improve facilities that can support learning. Assemblr Edu can be used as a means of learning media to introduce students to technological and information advances in the world of education. However, this must be balanced with better facilities and infrastructure, such as a stable school internet network (WiFi) so that students can easily and comfortably access the application, so that learning can run smoothly.

3. For Future Researchers

Future researchers can explore using Assemblr Edu for teaching other English skills, as this media offers a variety of features suitable for different learning areas. However, to access all of the 3D elements and fully customize the content, purchasing the premium package is necessary. Furthermore, researcher suggest to synchronize level cognitive to the test using Question and Answer directly.