

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions of the research and development process. It summarizes how the Pisatory application was designed, tested, and revised to support students' narrative writing. It also provides suggestions on how to use the product in teaching and how it can be further developed.

A. Conclusion

Based on the research and development process, this study successfully produced a mobile application-based learning media called Pisatory, which was specifically designed for eighth-grade students. The development used the research and development (R&D) method, following the stages of needs analysis, design, expert validation, product revision, and field testing. The results showed that this application was feasible, practical, and effective for English classes, especially in supporting narrative writing learning.

Validation results from content and media experts confirmed that the application complied with educational and technology standards. Content experts stated that the materials were aligned with the curriculum and students' learning needs, while media experts found that the application's design was easy to use and visually appealing. Field testing, which involved 31 eighth-grade students at MTsM 17 Kranji, revealed that the application helped students generate ideas, organize

narratives more effectively, and use appropriate language, while also boosting motivation and confidence.

Students found the application not only easy to use but also enjoyable, which made the writing process less stressful. Since students often struggled with creativity and language structure, the application guided them through each writing stage step by step, from idea generation to revision. Therefore, it can be concluded that the developed product was a valid and practical tool for improving junior high school students' short story writing skills.

B. Suggestion

Pisatory application is suggested for use by English teachers and eighth-grade students as a helpful tool to support learning narrative writing. The app guides students step by step through the writing process by offering writing prompts, vocabulary lists, and examples of short stories. These features help students generate ideas, organize their writing, and understand the structure of a good story. Teachers can use the app during class to assist students in writing activities, and students can also use it at home for extra practice.

To share the application more widely, schools can introduce Pisatory through student writing programs, classroom demonstrations, or during teacher meetings. It can also be promoted through school websites or social media to reach more students and educators. Although the app was designed for MTsM 17 Kranji, it has the potential to benefit students in other schools who face similar challenges in writing English short stories.

For future improvement, the application can be developed by adding more writing examples, clearer instructions, and better visual design. The vocabulary section can be expanded to include more words and phrases related to different themes. Feedback from students and teachers will be very useful in making the app more effective. Regular updates and small improvements can help keep the application suitable for classroom use and student learning needs.