

## CHAPTER V

### CONCLUSION AND SUGGESTION

There are two things covered in this chapter, conclusion and suggestion. The conclusion will be based on the research findings and discussion above. Then, the suggestion will lead the further researcher on the same fields.

#### A. Conclusion

From the finding and discussion it can be concluded in graphic novel with the title “*Teaching to Learn*” written by Bianca Hill and Kim Senior contains educational values explained by El Mubarak such as honesty, not giving up, self-confidence, brave, loyalty, respect kindness, and fair. From this was indeed very clear that in each chapter there is at least one or more existing educational value. In taking a number of values, there were also several gesture image and conversations, for determining some values whether this is included in educational value or not.

In this graphic novel, there were also find out several values whose frequency could already be seen. From the first value of being : *honesty* as much as 25 frequency, *not giving up* 1 frequency, *self-confidence* 12 frequency, and *brave* 10 frequency. Then for value of giving: *loyalty* as much as 7 frequency, *respect* 13 frequency, *kindness* 9 frequency, and *fair* 1 frequency. In the education value that is most commonly found is value of *honesty* and the lowest frequency is value of *not giving up* and also *fair*. It could be said that there is educational value in graphic novel “*Teaching to Learn*”

#### B. Suggestion

By considering the conclusion, there are some suggestions. For the next research, there is a limitation of this study that the future research may continue it, so the study can be better than current research.

In this research to making a decision to determine whether this includes educational value, the researcher only refers to conversation, thought ballot and image gesture/ in the next studies maybe it can be more specific, such as how each character expresses themselves through the plot, the point of view of each character and the setting. Then to be more curious about what values were contained in graphic novel, it could be said that there were still many values other than the eight values. And actually to go deeper into the educational values, there were many other literacies which more completing in explaining it. From that this research still far from perfect.

