

CHAPTER V CONCLUSION AND SUGGESTIONS

This chapter describes about the conclusion and the suggestions from the research in the school. In this this chapter, the researcher concludes the data analysis and the discussion from the previous chapter. In addition, the researcher also suggests for the follow-up study in this field.

A. Conclusion

Quizziz is a media learning that some previous studies have recommended to apply in English teaching and learning in the schools. For the reason, the students can immediately see the learning outcomes from the leaderboard that appears on the student's screen when they have finished in answer the questions/quizzes. Based on those statements, the researcher conducted a research in Quizziz application in SMKN 1 SMABENG which has applied the procedures of the media to the students.

According to the teacher, enrichment is carried out after the teacher recaps the final grade, then added to the mid-semester grade and then divided by two. To get better learning outcomes, the teacher makes enrichment. SMKN 1 SAMBENG takes this policy in providing enrichment learning during the Covid-19 period, so the students can learn from home, and it is monitored by the teacher.

Based on the researcher's analysis, SMKN 1 SAMBENG has carried out appropriate activities in carrying out policies on learning outcomes assessment

decisions, both for daily assessments and for mid-semester assessments. The remedial policies hopefully can help students to overcome their difficulties in learning, while enrichment activities hopefully can help students to develop their potential. Besides that, it can also take advantage of the remaining time they have for enrichment activities because enrichment is flexible. All of these policies aim to help students learn optimally.

The significances of this research direct to the students, the English teachers, and the further researchers who are running in this field. For the students, the results of this study are expected to motivate them in utilizing their smartphone for learning activities well and introducing them to the use of technology for learning activities, so that learning is more fun. For teachers, this research is expected to motivate them to be creative in good teaching and learning activities, to create more effective and interesting learning by utilizing today's learning media, to interact with students using available applications, and to use these media as a tool for assessing learning outcomes. For further researchers, this research is expected to be a source of knowledge and material for reflection as well as input for other researchers about the importance of teachers in assessing learning outcomes in the digital era, using appropriate learning media so that learning activities become more effective and interesting.

B. Suggestion

Since Quizizz requires a stable internet network, the researcher suggests that future research on the use of Quizizz in online education must ensure that students have a reliable internet connection to access the platform. In addition, it is anticipated that Quizizz media will facilitate students and increase their motivation to participate in online learning, and the researcher hopes that Quizizz will assist educators in achieving the effective learning objective. The researcher also suggests that instructors set a time limit for each question that is proportional to the question type. As concluding remarks, the researcher has high hopes that this research will serve as a reference for future studies involving a variety of other aspects.