

CHAPTER VI

CONCLUSION

The last chapter of the research consists of two items; there is a conclusion that concerning of development of the media and some suggestions toward the use of the product that has been developed.

“My Vocabulary” App that was developed by *Kodular (MIT App Inventor)* that were given to the student get positive comments from the preschool level and their parents. Because this media developed based on parents’ need to motivate their children in English vocabulary.

To make an interactive media based on Android such as this App, I used MIT App Inventor to make “My Vocabulary” as interactive media. Some steps should be done for it, start from need analysis, developing material, expert validation, revision, try out, and final product. And according to the need analysis, around 85 % of the parents give positive comments for the progress of their children's English vocabulary when they give E-Dictionary. From that fact, I start to make a game that calls “My Vocabulary”. Before applying it, the media should be revised by 2 experts’ validation, the first expert is a Master of App Developer from Jogjakarta. And the second expert is A Teacher of Kindergarten from Kediri. After that, I displayed my App to the preschool using their parents’ mobile. They tried to apply it from kinds of vocabulary, tried to produce it, and the last they tried to do the quizzes based on their ability. With a minimum percentage of 90.5% at every point of try-out, this app has been successful to attract children’s attention and improving their vocabulary mastery. And the result of that is so satisfying. Almost all of them got a good score and All of them feel comfortable and motivated by the presence of the media.