

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

In the conclusion section of this research, as explained in the first chapter, the purpose of this study is to determine the potential of augmented reality technology in the Assemblr application in teaching English idioms and students' impressions while understanding the material by utilizing the assemblr application during the classroom learning process. Researcher concluded from the data obtained in the previous chapter; it shows that augmented reality technology in the Assemblr application has the potential to be used in teaching English idioms because this application is interactive when used from various visual images and videos that support the learning process in knowing the meaning of each idiom example so that students are very enthusiastic and responsive during learning. In addition, students' impressions when learning English idioms using the Assemblr application are very impressed, enjoyed, and amazed because this is the first time the learning process uses sophisticated technology that can be seen directly in images related to idiom material.

In this case, the Assemblr application can make it easier for students to understand idiom material through various examples of idiom images that can be visualized in 2-dimensional and 3-dimensional form, which makes learning more interesting because students can see it directly so that in the learning process the students are very enthusiastic because it has its uniqueness which in addition to images students can see videos so that they can understand it clearly because they can directly practice conversations using examples of various idioms they have learned. Thus, visualizing images and videos in the Assemblr feature will improve students' understanding of English idiom learning material. As a result, using this Assemblr application to teach English idioms makes it easier and helps students understand the meaning of each idiom example.

The students' impressions of this Assemblr application are significantly positive. In this case, they are based on the results of the data the researcher has analyzed. The researcher concluded that using Assemblr as a figurative language learning media, especially idioms can facilitate the transfer of knowledge to students because interactive image and video features make students not easily bored during the learning process. Assemblr application has a significant positive impact in supporting the learning process. However, this application has obstacles

that need to be improved in the future; namely, when accessing images, it sometimes takes a long time to view images, and only a few cell phones support this application, so not everyone can access it.

## **B. Suggestion**

Based on the findings of this research, there are several suggestions offered by the researcher to the following parties involved.

### **1. Students**

The researcher hopes that students can understand each material better in the future by utilizing various digital platforms to support the language learning process, especially in learning English idioms that require a high level of understanding of them.

### **2. Teachers**

The Assemblr application can support the learning process of English idioms. Technology development in the education world allows teachers to adapt by developing various innovations from strategies for teaching students. Therefore, Assemblr is here as a form of progress to become an adaptive, innovative, and creative teacher so that students can develop their ideas in learning idioms from various images available in

the Assemblr application so that students are interested in learning it more deeply so that it trains them to think more critically and advance in the era of society 5.0 today the world of education cannot be separated from the role of technology itself.

### **3. For Other Researcher**

It is hoped that this research can be used by future researcher as reference material in conducting similar research or become one of the studies again with a variety of different subjects so that research on the Assemblr application so that the research develops related to various aspects of language that utilize technology as a medium that supports the learning process in the development of the current digitalization world.