

CHAPTER V

CONCLUSION AND SUGESSTION

In this chapter, the researcher presents the conclusion and suggestion following the finding of the study. The first section is the conclusions of research finding and the second is the suggestion dealing with the objectives of teaching and learning process.

A. Conclusion

Based on the result of the data analysis, the researcher found out some conclusion as follows:

Students' writing ability before the use of VideoScribe media was still relatively low. This can be seen from the pre-test score in the experimental class, which shows an average of 54.03. This value reflects that many students still have difficulties in writing recount texts properly and correctly.

The use of VideoScribe media proved to be effective in improving students' recount text writing ability. After the application of this media, the students' post-test scores in the experimental class increased significantly, with an average of 70.84. This improvement was also reinforced by the t-test results, which showed a significant difference between the experimental and control classes. In addition, the questionnaire results showed that most students gave positive responses to the use of VideoScribe media in learning because it helped them better understand the material and feel more motivated. Thus, the use of visual-based learning media such as VideoScribe is highly recommended to improve the quality of learning, especially in recount text writing skills at the junior high school level.

B. Suggestion

1. For The English Teacher

- a. Design Relevant and Engaging Materials: Ensure that the content presented through Videoscribe is relevant to the

learning topic and visually appealing to maximize student attention.

- b. Integrate with Interactive Activities: Use Video Scribe as an introduction to the material or a tool to reinforce concepts, but still balance it with discussions or exercises that encourage student interaction.
- c. Adjust Video Length: Create videos that are not too long so as not to reduce student focus, ideally around 5-10 minutes per session to remain effective.
- d. Evaluate Student Understanding: Use various evaluation methods such as quizzes or written tests to ensure that students truly understand the material presented through Videoscribe.

2. For the Students

- a. The researchers encourage you to utilize available learning resources to support and enhance your learning experiences.
- b. Cooperative and Class Participation: Students should be cooperative and learn the contents of Videoscribe to achieve the learning objectives.
- c. Maximize the Use of Videoscribe: Use Videoscribe optimally to facilitate the process of writing recount texts.

3. To Other Reseracher

- a. Assess effectiveness in different aspects of learning: Conduct further research to evaluate the effect of Videoscribe on different aspects of English learning, such as improving speaking, reading and listening skills.
- b. Test use at different educational levels: Conduct research on students with different education levels, for example from elementary to high school, to see how effective this media is at different ability levels.

- c. Comparison with other media: Compare the effectiveness of Videoscribe with other digital learning media (such as power point or interactive videos) to determine which media is most effective for different types of students.
- d. Focus on student engagement: Conduct an in-depth study on how Videoscribe affects student engagement in the classroom and how it can increase student motivation to learn.
- e. Use in other methods: It is recommended to use other methods in future studies. Like the used combination of quantitative and qualitative data can provide a deeper insight into students' experiences and the effectiveness of learning media.
- f. Explore Technology Development: Future researchers can also explore the development of media like Videoscribe by incorporating interactive elements or even augmented reality features for more innovative learning.