

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusions

According to the result of the study, the researcher concludes that this research question about the use Animation movie in teaching narrative text writing. The writer would like to give conclusion as follow:

1. The Animation movie is a kind of game that can be used to motivate and make happy the student to writing skill learning. By animation movie as a method that can make the students relaxed and enjoy while learning. It will be motivating for the students in the classroom activity. Especially in doing writing narrative text. It make the students more easily to do writing a narrative text where discussion while look at the film animated are the media that will be used in this activity
2. Based on the result of analysis about the effectiveness of Animation movie toward writing skill on narrative text, that experimental class is bigger than control class. Because students feel more interested in writing and studying by using games. The student get easy to explore

their ideas because the teacher's technique and medias are very helpful. It's mean that animation movie strategy can help students' learning process in the classroom. According to the data, the value of $t_{\text{observation}}$ is bigger than t_{table} . $t_{\text{observation}} = 12.50 > t_{\text{table}} = 2.01$ (5%) or $t_{\text{observation}} = 12,50 > t_{\text{table}} = 2.68$ (1%), so H_0 is rejected and H_a is accepted.

B. Suggestion

According to the conclusions above, the writer would give some suggestion to teachers and students as follow:

a. Suggestion for teacher:

1. The teacher should not use monotonous media in teaching process. The teacher should choose appropriate media that can help the student to be more active in classroom.
2. The teacher should be creative in teaching English learning process in the classroom in order to make the student make interesting and happy in the students

b. Suggestion for the student

1. The student should study hard and do more practice in writing English. They were should be active and creative in learning activity.

2. By using Animation movie students is hoped to more concentration in process learning in the classroom.
- c. Suggestion for the next researchers:
1. In this research the researcher using Animation movie media to help student of senior high school especially in writing skill. The next researcher can conduct this media on different levels of students and other skills.
 2. The other researchers are suggested to use this experimental research as references to conduct the same research or different design research in order to improving the quality of students' writing.