

## **CHAPTER V**

### **CONCLUSIONS AND SUGGESTIONS**

#### **A. Conclusions**

Based on the results of the development research "Developing Snakes and Ladders Game to Improve Students Understanding in Recount Text" at the eighth grades of MTs Al-Khairiyah Pontang with research and development (R&D) methods, the conclusions obtained are:

##### **1. Development of snake ladder media**

Based on the findings, the overall design of this snake and ladder media development is complete and easy to play. This media development was adapted using the model from Borg and Gall, which was shortened into six stages of research, namely need analysis, product development, expert validation, product revision, try-out, and final product. The design of this snake and ladder game uses Microsoft word. The knowledge card design uses the Canva application, printed out and delaminates to harm the players/students. Other items such as game boards, dice, and pawns are made of wood. This product is finished, excellent, and easy to use. The design is also colorful and makes it attractive.

##### **2. Eligibility level of snake and ladder media**

Based on the questionnaire results from the expert validation material, expert validation media, the English teacher, students' questionnaire, and students' pre-test post-test, the feasibility level of the snake and ladder media got a high score.

- a. The material expert assesses that this media is suitable for use in the English learning process, with 82% having the criteria as excellent.
- b. The media expert assesses that this product is worthy with 91% in the excellent category.

- c. An English teacher assesses that this media product is worthy with 80% who get the criteria Good.
- d. According to questionnaire results from the students, the feasibility level of snake and ladder media in the small group got a score of 83.4%, and in the large group, it got a score of 87.7%.

Based on the results and discussion above, it can be concluded that the snake and ladder media is suitable for use in the learning process. It can also be seen from the test results to students that there is progress or development after using snake and ladder media as one of the media in the learning process. This snake and ladder media is made as attractive as possible to get students' attention and overcome the problem of boredom in the learning process.

## **B. Suggestions**

### **1. For teacher**

This product should aid with the teaching of English recount text. Additionally, teachers have the opportunity to modify or update the substance of the science cards. He or she can modify the content to meet the demands of the students. It is better for teachers who wanted to make the same product to consider their pupils' backgrounds. Before developing the game's activities, it's essential to understand their learning habits, playing routines, and daily lives.

### **2. For students**

When the students use this media, it is easier to understand a recount text.

### **3. For further researcher**

The findings of this research should be used as research material and new information, especially in the development of learning media. They should be more inventive when it comes to media design. The media should

educate as well as entertain. Additionally, they should analyze children's needs and gain a better knowledge of the idea before providing appropriate media that meets their demands. It is believed that future researchers will be able to adapt the snakes and ladders media to measure other skills such as speaking, listening, reading, and writing. It can also grow to include even more obstacles. It would be great if this media could be turned into a technology-based application.

4. For students of the English education department

Do not be scared to contribute in R&D-based research because it is useful and advantageous to a variety of parties. The way they construct a media determines whether it is possible or not. They could carry out the same research at several schools or programs, each with a different thesis topic. Furthermore, while developing media for children, they should evaluate the qualities of acceptable instructional media.