

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### **A. Conclusion**

To develop animated video as learning media for recount text material, researcher used research and development procedures with the ADDIE development model: Analysis, Design, Development, Implementation, and Evaluation.

At the analysis stage, the researcher analyzes student needs, teacher needs, and media. At the design stage, the researcher designed the material concept and media concept. At the development stage, researcher begins to develop media according to the designs that had been made previously. After the media was developed, the researcher validated the media to media expert and material expert. Based on the comments and suggestions from the validators, a revision was made to the animated video. After the

media has been revised, it is rated by the validators. After the media is validated and revised, the next stage is implementation. At this stage the animated video is implemented as a media in the learning process. Researcher conducted a pretest and posttest to determine the students' abilities before and after using animated video as learning media. Researcher also distributed questionnaires to students to find out students' responses to the media developed by researcher. The last stage is evaluation. Animated video as learning media can improve students' ability to understand recount text material and can make the learning atmosphere more enjoyable.

Animated videos as learning media for recount text material are able to attract students' attention and make the learning atmosphere more fun. Animated video as learning media for recount text material received "good" qualification from the validators with a score percentage of 76% from media experts and

75% from material experts. The animated video also received a positive response from students with "very good" qualification with a percentage score of 85%. Animated videos as learning media can improve students' ability to understand recount text material. This can be seen from the increase in student learning outcomes which can be seen from the post-test value which is greater than the pre-test score, that is  $78.75 > 67.5$ .

## **B. Suggestion**

Based on the results of research and development of animated video as learning media, as a form of recommendation, researcher suggest to all parties involved that:

### 1. For school

The school should improve the quality of education by facilitating facilities and infrastructure to support the learning process.

### 2. For teachers

The teacher should be more creative in the teaching process in order to create a learning atmosphere that is fun and not boring.

3. For students

The researcher hopes that the students to always be enthusiastic and active in participating in learning activities to improve abilities, especially in English lesson.

4. For the next developer

The researcher hopes the next developer to be able to do better research and maximize the development of learning media to make it more effective and efficient.