

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

Based on the results and discussion of the research that have been described previously, it can be concluded:

1. This study uses research and development design that refers to the Borg and Gall's model that was the writer simplified into six steps of development. First is analysis and data collection. Second is design product. Third is early product development. Fourth is expert validations. Fifth is product revision. The last is small group trial or implementation the product. This development produces interactive learning media based on html 5 created using the articulate storyline 3 software that can be operated online. Furthermore, in term of the learning need, it was found the necessity of learning English at the seven grade students of SMPN 3 Ciruas was to master English language.
2. The appropriate design of interactive learning media was based on the students' learning needs. In addition, the result of the evaluation from the material expert and the media expert showed that all aspects were in very good category. It implies that the interactive

learning media is appropriate and feasible to be implemented as an alternative media in English learning process for the first-grade students of SMPN 3 Ciruas. Based on improvement of students' vocabulary by using interactive learning media, the writer concludes that the effectiveness of interactive learning media to increase students' vocabulary has significant effect. It can be seen from the result of  $t_o$  is 19,7 and the degree of freedom (Df) ; 29, the result of  $t_t$  on significant 5% = 1,69 and 1% = 2,46. So,  $t_o > t_t$  or  $19,7 > 1,69$  or  $(1,69 < 19,7 > 2,46)$ . It means that hypothesis research is accepted.

## **B. Suggestion**

After making conclusion, the writer can only give the suggestion as follow:

1. Teacher should apply of other teaching method that can encourage their students in learning English also to improve students' vocabulary. For instance, use interactive learning media to improve students' vocabulary.
2. Teacher and other researchers can develop this interactive learning media further, and discuss the material more broadly.
3. Students should have good motivation in learning English.

4. The other developer can be more creative in designing the media according to the level of education of students.

