CHAPTER V

CONCLUSION AND RECOMMENDATION

This research aimed to find out the students' target and learning needs and developing appropriate English learning materials for Grade VII students in the form of digital comic using Schoology. This chapter consists of conclusions of research and suggestions to English teachers and other researchers.

5.1. Conclusion

There were three conclusions which were drawn. They were target needs, learning needs and the appropriate learning materials for Grade VII students.

5.1.1. Target Needs

In the need's analysis stage, the researcher gathered many learning needs and target needs information. Target needs refers to what learners need to do in the target situation. Target needs were divided into three parts: necessity, lacks, and wants.

a. Necessity

The students learn English because they wanted to get knowledge of English. The students also needed English as a communication tool in English class.

b. Lack

The students did not pay attention on teacher explanation and got bored easily. They had lack of motivation and enthusiasm in learning English since the English textbook is not appealing to them and there is no audio. Otherwise, they also met difficulties to learn English in the classroom because of the time limit.

c. Wants

Students needed interesting learning media and English materials. Based on the questionnaires result, the students preffered learning media using digital comic because it's quite simple and effective.

5.1.2. Learning Needs

In learning needs terms, it refers to anything that learners need in the target situation. The learning needs include setting, input, procedures, learner's role and teacher's role.

a. For the setting, most of the students preferred to learn English in a group.

b. For the input, students chose cartoon of human as the character in the digital comic. They chose student's daily life as their favorite digital comic's theme. They also preferred various exercises.

c. For the procedures, students mentioned that the textbook of English which is used in the classroom is not supported by audio and not appealing to them. It decreased students' motivation and enthusiasm

in learning English. The time limit also made students had not much chance to practice and learn English in the classroom with.

d. For the learners' roles, a learner should actively participate in the learning process.

e. For the teacher's role, a good teacher should guide students in lesson discussion.

5.1.3. The Appropriateness Learning Materials

Based on the expert judgment results, the materials were considered by appropriateness of the materials for the students. It can be seen from the mean value of the materials, 3.5 which is categorized as "very good". The developed materials in the form of digital comic for seventh grade students of SMP Islamic Qon has the characteristics as described in the following paragraphs.

The developed materials are in accordance with target needs' results. The materials meet students' wants of getting knowledge of English. The developed materials provide some activities that focused on comprehending greeting, leave taking, thanking, apologizing, introducing oneself, introducing others, telling time, telling date, telling day, telling month and stating things, stating animals and stating public building.

The students stated using the developed materials was helpful. The developed materials have sound audio, many pictures and colorful design, a lot explanation, and many examples of lessons which can enhance students'

motivation and enthusiasm in learning English. The use of Schoology allows students to communicate with teacher and other students continuously without worrying about time and place. The developed materials are in the form of digital comic supported by audio which quite simple, effective, and efficient for seventh-grade students.

Then, the developed materials also reckoned the results of learning needs. From the setting, the materials provided some activities in team. Then, the digital comic has cartoon of human with colorful design. As the results of the preferable themes, the themes used in the digital comic was familiar with students' life, such as family, friend, and experiences.

The digital comic was adjusted with the core competence and basic competence of curriculum 2013 for Grade VII. It's developed with the same design and sequences in each stage. The digital comic started with a title page. In the title page, it is consisted of the title of units, some pictures which describe the topic of unit, and the brief explanation about what to learn. After title page, it is started with lead-in activities, which is called "Building Up". In this section, students are given a lead about the topic. The next part is the main lesson which is consisted of "observing and questioning", "looking for information", "associating" and "creating" activities. This part is developed based on the curriculum 2013. The last part of the unit is reinforcement. It refers to self-evaluation of students where they focus on making summaries of the topic.

5.2. Recommendation

In introducing English learning materials in the form of digital comic using Schoology for seventh-grade students, the researcher gives some recommendations to the teacher, and the next researcher.

a. For other material developers

This final product is English materials in the form of digital comic supported by audio conversations Schoology platform. The file format are pdf and wav. The materials still can be developed in the form of android application which the audio and text are compiled become an application so accessing the audio is simply by tapping application buttons. The next researchers should develop the materials more complete which has more features and interesting design.

In order to develop this product, several aspects, should be considered by next researcher. They are explained below:

1. Before developing the materials, students' needs should be considered by material developer.

2. Developing the materials in all skills (speaking, listening, writing and reading) should be considered by material developers since one skill is not enough to cover the all the needs of students.

3. The English proficiency of the students should be considered by material developer because it will not help them if a material is too difficult or too easy for a student.

4. The themes used in learning materials should be familiar to the students. It is better to choose the themes around their surroundings.

b. For English Teachers

English teachers are encouraged to use digital comic using Schoology as a learning media. Moreover, this study can inspire English teachers to use various interesting materials or develop their own media by following the steps used by the researcher.