CHAPTER V

CONCLUSION AND RECOMMENDATION

This section discusses about the conclusion of the result in developing English vocabulary material. The researcher also gives recommendation for the teacher , students, reader, and also other researcher.

5.1. Conclusion

The researcher finished the final product. The final product of developing the English vocabulary material put in the form of multimedia CD-ROM. The researcher had followed some steps in developing the English vocabulary material, such as ; Need analysis, Development, Expert Validation, Revision, try out and the last is final product. In need analysis step, the researcher got the syllabus of 4th grade students in second semester and it was from the English teacher. Besides, the researcher also took reference from the course book of the teacher "one stop English". It was as a guidance to compose the material. There were five topics that should be developed, they are ; foods and drinks, clothes and color, at the class, kinds of animals, and parts of body. In development step, the researcher divided the product become three parts. The first part showed five topics. The researcher put some vocabularies in every topic that related with the certain topic. The vocabularies were completed by pictures, written, pronunciation, and also Ulead video. The second part showed games. There were three games that created by the researcher, such as; Snake and Leader, Crossword Puzzle, and Matching Game. For the last part showed "Magic Question", it was like a final test that consisted of random questions from the five topics. In this part, there were three levels, "Easy Magic Question", "Medium Magic Question", and "Difficult Magic Question".

In expert validation step, there were five components to evaluate and validate, as like ; Attractiveness, Requirements, Mechanics, Content, and Originality. Based on the experts, there were some parts should be revised and also might add the activities in listening, speaking, reading, and writing part.

The next step was trying out. In trying out the product, the researcher took eight students of the 4th grade at MI Al-Husnah Manyar Gresik randomly. The researcher also asked some questions to the students about their feeling and comment after tried out the product. Most of them said that they felt happy and enjoy to trying out this product. Then, in the revision step, the researcher has needed to revise the product more better. So, the product could be used for the 4th grade students of MI Al-Husnah Manyar Gresik. Finally, after finishing the revision, the final product has been ready to be applied for the 4th students. In conclusion, the learning vocabulary by using CALL could be applied to the students of 4th grade at MI Al-Husnah Manyar Gresik.

5.2.   Recommendation

Based on the result above, the researcher would give some recommendation to the teacher, and the students that this final product could be applied not only for the 4th grade students in elementary school, but also it could be used to the other learners level who are interested with the product. Every students can operate this product, because this product is easy to be operated by using computer. This product can be operated in every computer, because it was in CD-ROM.

For teacher, this product perhaps could help in teaching English process or it could be combined with other method of teaching English vocabulary. Besides, this product might make the teacher more easy to teach the students in English lesson. So,

the students can catch the material easily. The using of this product was very easy, because it was put in the multimedia CD-ROM. The teacher just entered the CD-ROM to the computer than follow the instruction. So, the teacher could operate this product well. The setting of screen resolution system in computer should 1024 x 768 or higher, so it could watch the good displaying.

For students, this product gives new thing method in learning process by using computer that never given by the teacher. This product also showed the games and make the students more enjoy and happy to study with using game . Studying this product perhaps could be fun activity in learning process, so they would not feel bored when study English.

For the readers, the result of this research might inspire them to make a new good product or might be for contribution to other people that were needed. It also could motivated them to develop it into another method or might be it could be combined by other method. So, it is become completely method.

The last, for other researchers, this product may be implemented as the action research. It also could inspire them in developing material into other way, other subject, and also other method.