CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusions

This study was research and development which developed flash-based multimedia of vocabulary learning of fifth graders of SDN 47 Kota Jambi. The first phase was doing the analysis for collecting the data related to the multimedia by the use of observation and questionnaire.

The second phase was design phase which determined the schedule, project team, media specifications, content configuration and configuration control for making the multimedia.

The third phase is development phase which media was developed by using Adobe Flash CS6. The materials on the multimedia were vocabulary of verbs, adjectives, adverbs and public places. After the multimedia had been made, it was validated by the experts. There were two experts: material and media design experts. Based on the result of the experts, the multimedia was eligible to be tested to the subject trials with some revisions.

The next phase was implementation phase. In this phase the multimedia were tested to the subject trials. Firstly, the multimedia was tested to the small group that there were three students who have criteria, one is low, one is in the middle and the last is high of their English skill. After they were tested, they were interviewed with ten questions. The result of small group showed that the
multimedia was eligible to be continued to big group trials that most of the students gave positive feedback to the questions of interview. After that, the multimedia was tested to the big group trials. There were six students and they were chosen randomly. The result of them showed that mostly they gave positive feedback.

The last, the researcher did an evaluation. The evaluation of this study was in the phase of Level 1 that the researcher only found out the students’ response toward the use of multimedia. From the result of the interview showed that the response of the students is good that they easily used the multimedia and most of them felt easier getting vocabulary, interested in learning English that they like the components there such as the use of pictures and games and they were not difficult to use the media.

5.2 Suggestions

There are some suggestions that the researcher give related to development of flash-based multimedia learning:

1. For the students, this multimedia can be learned in the school and independently in home by using laptop or computer.
2. For teachers, it can be used as alternative learning media in teaching English in classroom
3. For the next researcher, the researcher hopes the making of multimedia by using Adobe Flash should be more creative that makes the students motivated in learning.