

## **BAB V**

### **CONCLUSIONS AND SUGGESTIONS**

#### **5.1 Conclusions**

English text materials are material development that is made by using the Edpuzzle Website available on the internet. These materials can be developed easily by making, uploading, and adding questions to the available features on the website. The process of developing these materials follows the five stages of the ADDIE model namely, Analysis, Design, Development, Implementation, and Evaluation (Branch, 2009). The use of this model makes the development more flexible and systematically structured. The development of English text materials by using Edpuzzle is very valid.

The materials were designed to address students' need for more interactive and visually appealing learning resources. The use of technology and local content from Jambi Province was emphasized in the materials, aligning with contemporary educational theories. The findings indicated that the use of media and technology, particularly through Edpuzzle, was beneficial in enhancing students' understanding and engagement with the English text materials. The materials were validated by experts and tested with students, receiving positive feedback and high scores, indicating their effectiveness. However, the study also highlighted the limitations of using Edpuzzle, such as online dependency and upload constraints. The study demonstrated the effectiveness of using technology, specifically Edpuzzle, in developing and implementing English text materials that cater to students' need for interactive and engaging learning resources. The findings underscored the importance of integrating local content and contemporary educational theories in the design and development of such materials.

Based on the the validation results in term of content and medium the product is in the "Very Good" category. The students respond positively to the development of English text materials by using Edpuzzle. English text materials that made by using Edpuzzle helps the students understand the two text materials (Descriptive Text and Recount Text). The materials consist in Edpuzzle

application is easy to understand by 90,83%, students in the small group, 90,41% students in medium group, 92,18% students in the large group. The students find this application interesting and enjoyable especially in learning the English text materials.

## **5.2 Suggestions**

The result of development was in the form of English text materials by using Edpuzzle. These English text materials accommodate only two English texts (Descriptive Text and Recount Text) while the students need also to understand the other English texts', such as Narrative text, Report text, Procedure text, etc. Therefore, it is suggested that further developmental research can accommodate more English texts. Further, English text materials by using Edpuzzle is intended to be used for Junior High School students and some examples used may not be relevant to other Junior High School students outside of Jambi City because this research highlights the local content of Jambi Province. Therefore, it is suggested that some modifications should be made to make it relevant for use. The Edpuzzle application can only be used if the user is connected to the internet, so it is recommended that in the future development can develop applications that can be accessed even if the user is offline.