CHAPTER IV
CONCLUSION AND SUGGESTIONS

4.1. Conclusion

Based on the results of the research and discussion that has been described, it can be concluded that this research can produce an Edpuzzle platform learning media as an English learning media for Procedure Text grade nine junior high school students. Researcher set this learning media with English learning to improve reading comprehension in procedure text material in ninth-grade junior high school students. In addition, it is also a teaching material for teachers so that the learning process can run smoothly. As for the results of product validation that has been validated by expert validation regarding the feasibility of material validation, the feasibility of language validation, the feasibility of media validation, and the feasibility of other aspects, there is a score of 87,45 entering the 'Excellent' score qualification. So from the results of the validation, it can be concluded that the Edpuzzle platform is an English language learning media that is feasible to be applied or used in English language learning especially procedure text material in ninth-grade junior high school students.

4.2. Suggestions and recommendation

4.2.1. Suggestion

Due to the limited timeframe of this research, the research and development process remained incomplete. For further research, experiments, or product testing are imperative as feedback from users of interactive videos for teaching procedure text was not obtained. The research was conducted with a restricted understanding of the product development process. Further investigation and exploration of alternative sources are required to facilitate development and ensure proper implementation.

The results of product validation showed that the interactive video developed by the researcher was well designed. However, in the process of developing interactive videos using the Edpuzzle platform, researchers did not use the same theme for procedure text material and still used a general approach strategy. For future research, it is recommended to use a consistent theme to explain the material and apply a more specific approach.

4.2.2. Recommendation

Suggestions from researchers are for theory and practice. Theoretically, this research is expected to provide useful information regarding interactive videos. It is hoped that the results of this research can be a reference for developing interactive videos as learning media. For practical purposes, it is hoped that teachers can use this research as a medium for learning procedure text. It is hoped that students can use this research. They may be interested in studying teaching media using interactive video media. Recommendations are also given to teachers, students, and prospective researchers.

4.2.2.1. For Teacher

Utilizing the discoveries from this research to effectively incorporate Edpuzzle interactive video learning into classroom instruction involves more than just presenting material and traditional paper-based assessments. As facilitators, educators are encouraged to utilize software tools like Animaker beginning with dialogues, character development, and customized designs, instructors can personalize instructional content to suit individual needs. Empowering them to create engaging animations, surpassing reliance solely on YouTube. Furthermore, Speechify enables the production of authentic native speaker voices, allowing for voice character selection based on personal preferences. Additionally, Canva aids in crafting visually compelling slide materials, while Pexels

offers a wealth of copyright-free images and videos. Capcut, a versatile video editing application, offers a dynamic platform for enhancing teaching materials to cater to diverse student learning styles. Educators should actively promote student engagement and bolster reading comprehension by incorporating multimedia elements that align with predetermined standards. Encouraging ongoing collaboration with students is also crucial for refining interactive video content and enhancing its educational effectiveness.

4.2.2.2. For Students

Students can use the interactive video materials created in this study to improve comprehension and recall of procedural text topics. Use Edpuzzle's interactive films as a dynamic learning tool that provides stimulating visual and audio experiences. Use the textual question and answer option, as well as recorded voices, to actively engage with the subject. Increase flexibility by watching films outside of class, allowing for individualized and autonomous learning journeys thanks to notes that include embedded links to the source material.

4.2.2.3. For Future Research

Future research efforts should focus on improving and expanding the learning capabilities of interactive video. Focus on refining the teaching approach and theme of the material topic to maximize learning objective clarity and visual engagement. Explore innovative software platforms and technologies to overcome limitations and enable the integration of interactive video into educational environments. In addition, do extensive research to evaluate the long-term impact of interactive video learning on student outcomes and pedagogical practices.