

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter will present the conclusions of the research that has been conducted by the researcher and some suggestions for further research. In conclusion, the final results of the product developed by the researcher will be explained.

5.1. Conclusion

Digital storybook learning resources are innovative products developed by researchers to be used as English learning media in the classroom. This research product adopts several things such as learning that accommodates differentiated learning, student-centred, and technology-based. The story content is adapted to the Common European Framework of Reference for Languages (CEFR) starting from A1, A2, and B1 levels to make it easier for each student to understand English texts according to their ability level. The stories are also structured using the Reading for Emotion stages to evoke student emotion and empathy and can awaken the students' whole bodies sensors. The human brain controls the entire body. Every process or event that occurs in the mind or consciousness involves brain function. The brain will become more active when reading or hearing a story. The Pancasila learner profile in the independent curriculum is a competency and character that must be possessed by every student. Therefore, the story in the digital storybook developed by the researcher discusses the prophet Muhammad as the best role model for humans, who has noble morals towards others.

By testing this product, it can be said that this digital storybook can be used as an effective classroom English learning media and support students' exploration process and student-centred learning. The researcher had various comments from students, as well as comments from teachers. Teachers said that this product is one of the new innovations in teaching English and she feel interested in trying to use this product in her teaching process. Thus, it can be said that this digital storybook can be well received by teachers in the classroom. Students feel that this digital product is flexible and understandable although sometimes they have to open the

dictionary because they still find some vocabulary that they do not know the meaning of. Thus, it means that students are willing to explore with this digital product. The researcher hopes that this digital product can be one of the new ideas and breakthroughs that can be developed again by teachers and further researchers who are more innovative and creative.

5.2. Suggestion

The researcher shares the findings that have been obtained with the hope that it can be used as a reference for the future. It can also be used as a reference for English teachers and further research. The following are suggestions for teachers and future research.

5.2.1. Suggestions for teachers

In the independent curriculum, the learning process is student-centred where students play an active role in the learning process. In this day and age, the use of technology has spread to various sectors including the education sector. Therefore, in the learning process, teachers should be able to take advantage of the use of technology as a learning medium for students, then the classroom learning process must be student-centred, where it is not the teacher who takes on many roles in the learning process but students who play an active role in the learning process. It would also be nice if classroom learning could accommodate differences in students' learning abilities.

5.2.2. Suggestions for future researcher

Although this research provides new insights, there are still some shortcomings that can be added by future researchers. Such as adding some other formats or features that are more interactive to allow students to be able to explore more and get a deeper understanding of the learning process. Then, regarding narrative text, it would be better if future researchers can develop better narrative text that can help build students' ethics and morals to better help students understand the emotions and messages of reading texts in order to apply these messages in everyday life. Then, the further research should also observe the content of digital storybook materials in the learning process. I also hope that more researchers will be interested in the development of digital materials for English language learning.

