

## **CHAPTER V**

### **CONCLUSION AND SUGESTIONS**

In this chapter, the researcher attempts to discuss the conclusion and suggestions of the study. The researcher summarize the findings in the study in the conclusion parts and the suggestion provide some recommendations for future researchers and English teachers.

#### **5.1 Conclusion**

To answer the first research question, the researcher used interviews as a technique of collecting data. From interviews with the teacher, the students' need in this study were found. Teachers and students at High School students in Cirebon need digital learning resources with comics can be an interesting activity for students because students can see pictures or illustrations that can help develop imagination with those words. Last, teachers and students prefer and choose storytelling using narrative text.

To answer the second research is by leveraging the unique characteristics of comic strips, such as their concise visual narrative, use of everyday language, and combination of images and text, this project seeks to enhance student engagement and comprehension of the texts. By incorporating CEFR level B1 standards the comic strips are designed to be accessible and challenging for students at this level. It is anticipated that this approach will not only stimulate students' interest in reading and writting but also contribute to their overall language development and literacy skills.

To answer the third research question this research aims to create digital comic strips based on B1 English level of narrative texts tailored to the needs of 10th-grade high school students. The design validation stage, the researcher consulted with experts about the development of researcher's product. The results of the validation conclude that the product developed is valid and can be used for learning and is good enough .The results from experts showed a percentage 96 % which means that the product is very effective to help students in the process of learning English.

## **5.2 Sugestions**

There are several recommendations given for the next researchers, teacher, and students. They are:

### **5.2.1 For Future Researchers**

There are several recommendations given for the next researchers. First, other researchers can explore further about the same topic from different contexts. Second, this study only discusses the use of digital comics using CEFR level B1 as a learning medium that supports the teaching and learning process, so that other researchers can try to develop other types of learning media. Third, this study only completed three stages in the ADDIE model, so other researchers using the same design can develop the product until the complete the mass production stage.

### **5.2.2 For Teachers**

By utilizing technology, teachers can easily find various references so that learning in the classroom will be much more enjoyable. After seeing the stages of developing narrative text materials, it is hoped that teachers can be more creative and it would be better if teachers create their own teaching media to be more appropriate for their students.

### **5.2.3 For Students**

Students are expected to be more careful in using learning media. Students must be able to use learning media optimally so that they understand a learning topic. There are many media that can support the improvement of students' English so that students are more enthusiastic about learning English with the aim of increasing their English language skills.