

CHAPTER V

CONCLUSION

This chapter present the conclusion and suggestion based on the findings of the research. The conclusion of the research is a judgment based on the process of interpreting and discussing te findings of the research.

5.1 Conclusion

Based on the result research, the researcher can conclude that:

- 1) For the stages of development, namely preliminary research, product design, design validation, design modification, and product testing, the development method in this study follows the steps or in line with Research & Development procedures (R&D).
- 2) Evaluation of the usefulness of the animated video learning materials based on expert validation findings. Animated media development validation findings the validity/feasibility of video learning from media professionals is 88.33 percent. According to evaluations from subject matter experts, the validity/feasibility ratio is 85/52. Rating responses from learning specialists and classroom instructors have an 80 percent validity/feasibility rating. According to the validation findings, media animated video tutorials on arithmetic topics fall into the very decent category.
- 3) The results of testing in small groups to determine the percentage of validity/feasibility were able to determine that the animated video learning media had an 88.43 percent success rate with students. A validity percentage of 94.31 percent was found for the rating response based on the trial use data. The efficacy of the animation video product creation was analyzed, and the findings showed a percentage of 91.84 percent. According to the findings of these tests, animated video learning materials for mathematics classes fall into the very good category.
- 4) Creation of animated instructional videos for various topics Students require English since face-to-face instruction is not always fully applied in the learning process. Teachers can also utilize videos with animation as a different type of learning medium to communicate the subject matter. Animated films can also pique pupils' interest in

studying English-related subjects.

5.2 Suggestion

Based on the result, the researcher would like to give some suggestion they are:

5.2.1 Utilization Suggestions

The researcher provides some recommendations to maximize the utilization of this Animation Video learning medium based on data from product testing outcomes. The following suggestions:

- 1) Since the characteristics of students in class XI SMA were taken into consideration when creating this animated video learning resource, it is anticipated that it would be put to good use.
- 2) The KTSP curriculum was used to adapt this animated video instructional material.

5.2.2 Suggestions For Further Development

The researcher offers some recommendations for the continued development of this Animation Video based on data from product testing and the outcomes of the work that has been done. The following suggestions:

- 1) This animated video learning medium may only be used for English courses that include asking and expressing opinions; additional resources must be prepared for English-related subjects.
- 2) The material's limits as it is presented by the author in the learning medium Animation Videos. The author really hopes that subsequent researchers will be able to include references to newly produced learning materials, such as increasing the number of questions in animated films and enhancing the video learning media design animation's aesthetic appeal to make it more engaging.