CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter gives a conclusion and suggestion based on the study that had been done at SMP Negeri 2 Patikraja regarding the effect of using digital comics as learning media on students' vocabulary mastery.

5.1 Conclusions

Based on the research results in the previous chapter, researcher draws the following conclusions:

5.1.1 The Implementation of digital comics used as learning media for students' vocabulary mastery was applied well. The students followed all the steps in the main activity such as (1) teacher explained the material/topic; (2) teacher provided the digital comics to students (as groups or individuals); (3) students read digital comics for at least ten minutes; (4) students had to understand the story; (5) students discussed in a group to find the vocabulary from comics; (6) students had to translate the words and (6) students had to present their result of discussion.

5.1.2 In the previous chapter, researcher presented the results of hypothesis testing that led to the conclusion that teaching students' vocabulary through digital comics resulted in significantly better learning outcomes than teaching the same material through traditional means. The results of an independent t-test comparing the experimental group's class with the control group's class

demonstrated the experimental group's higher levels of learning. The results of the experiment proved this to be the case. However, statistical analysis revealed that the experimental group had a higher average score (79.78) than the control group (69.85). Therefore, digital comics are an efficient media for teaching students' new words. The t-test for independence then yielded 0.00 ($0.00 < 0.05$) significance level. This suggests that the Ha hypothesis, the research's alternative hypothesis, is true.

5.1.3 The utilization of digital comics as learning media have resulted in positive effects in terms of students' acquisition and mastery of vocabulary. The students' enthusiasm for participating in the classroom setting as evidenced by their participation during the teacher's utilization of digital comics was a learning media aimed at enhancing their vocabulary skills. A significant proportion of students within the experimental group demonstrated agreement and interest in utilizing digital comics as an instructional media. Students exhibit higher levels of motivation to acquire vocabulary when utilizing digital comics due to its engaging and attracting nature as a type of media. The data reveals that a significant majority of students (96.2%) expressed agreement on the interesting and beneficial quality of digital comics as a tool for vocabulary acquisition.

5.2 Suggestions

Having seen the result of study, the following suggestion is offered to be considered:

5.2.1 Suggestion for teachers

The teacher must continue employing digital comics as a different method of instructing junior high school students. Additionally, it is required of teachers to be creative in order to make learning more engaging and comfortable for the pupils. From that reason, the English teachers need to know the various methods to motivate the students and build their interest in learning English. Teacher should try to get media especially digital comics as learning media. It would be very helpful to learning and mastering the English vocabulary.

5.2.2 Suggestion for students

Students must learn the English vocabulary. Because, vocabulary is the basic part before the students start to learn other skills in language, especially in learning English. They must be able to find and collect many various new words to help them in learning other skills. It is suggested to the students choose the suitable learning media likewise digital comic. Students can choose the appropriate comics that suitable to the learning process. They could find many new words that appear inside on the digital comics. So that they can understand the lesson easier.

5.2.3 Suggestion for other researchers

More research could be undertaken by other researchers in alternative contexts to uncover more methodologies for augmenting students' language acquisition. Furthermore, this study can serve as a valuable resource or a guiding framework for future researchers embarking on investigations within the same subject area. Hence, the researcher appropriately recognized the presence of errors in the research. As a result, the researcher seeks to obtain valuable recommendations for enhancing the composition of future research actions.