

CHAPTER 5

CONCLUSION AND SUGGESTIONS

By conducting this research, the writer finally finds students' perception on digital interactive game "*Your Stories*". With the initial intention to create new learning media to facilitate English learning, the writer sought a game reference, and then the writer determined to find an evidence that game can help as a new media in learning English. This finding also supports that having a game for learning helps students comprehend the materials better. As the statement above that a game can help the learning process better, this research has proved in supporting the statement. The writer would like to draw some conclusions and suggestions for future research based on the data analysis found in the previous chapter.

5.1 CONCLUSION

According to the findings on the previous chapter, it is eventually proven that the created digital interactive game "*Your Stories*" helps students in learning English. The writer perceived that this created game "*Your Stories*" is successful in trying to provide a new English learning media. The writer found that the 52 respondents of Faculty of Language and Arts showed good perception by giving high scores as agreement on statement "*I agree that Your Stories Game helps me learning English*" with the mean score 4,38. Even though all of the respondents resulted a quiet good perception on statement "*I like the interaction in the game 'Your Stories'*", the students' perception

are seen positive. It is concluded that even the respondents slightly like the game “*Your Stories*”, the respondents are aware that the game “*Your Stories*” helps them in English language learning.

5.2 SUGGESTION

Regarding the previous chapters, the writer finds some improvements that should be done before as listed below:

1. The writer suggests the next researcher to do the need analysis first to actually know the learning materials that are needed by the students in Faculty of Language and Arts. By doing this, this research and the story-making can be more advantageous for the students.
2. The game could have been made more variant in story-choice and attractive animation. The lack of animation quality and variant in the game “*Your Stories*” is due to the time making and limited expert access.
3. The next researcher should use non-free hosting to get better performance. The writer used a free-hosting in this research, and in some cases, it occurred on the slow transition in the game opening. It caused a disruption for the respondents.

By improving those abovementioned points, the data results from respondents could be better also. Last one, the writer hopes that this study could be used as a reference by anyone to create learning medium with fun and modern way.