## **CHAPTER V**

## **CONCLUSION AND SUGGESTIONS**

## A. The Conclusion

The researcher developed the teaching media by considering the learner needs and teacher needs. Based on the development result of the research, the researcher concluded that there were some steps to design teaching media: 1) Gathering data and information, 2) Need analysis, 3) Media design, 4) Validating to experts, 5) Revising, 6) Final product. The quality of the design teaching media through *Dubbing Video* by having 94% (Very Good) for the content aspect and got 94% (Very Good) for the audio and visual aspect from the first validator. Beside that from the second validator evaluation got 90% (*Very Good*) for the content aspect.

## **B.** The Suggestions

There are three suggestions that the researcher gives, they are:

- 1. For the teachers, the benefit of using media in teaching would help the teacher in varying teaching and learning activities in the classroom.
- 2. The students, by implemening of teaching media could help the students to improve their ability in writing and their interest.
- 3. For the other researchers, in developing the media especially by using the game make sure that the students know first about the material then how to improve their ability in speaking skill.