

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter discusses about conclusion and suggestion on the basis of the research finding and discussion presented in the previous chapter.

#### A. Conclusion

Based on research findings, it is concluded that:

1. Developing Kamishibai media for storytelling narrative in Mts Al-Jami'yatulwashliyah Tembung follows R & D phases of sugiono (2013) which is simplified into, (1). Need Analysis; (2) determine the material; (3) design the product; (4) validity of design; (5) revision of product; (6) implementation of product.

2. Kamishibai media on learning narrative is eligible for use because it has a valid criteria, practical, and effectiveness. It can be seen from the assessment of experts. Valid criteria include display media and materials. The results of validation are for the displays of kamishibai media the average is about 89,09 % with category is very good. The average of material in story paper card is about 89 % with category is very good. In the conclusion kamishibai media stated as the valid media.

Practical criteria include media operation and interaction when using the media.

The operation of the kamishibai media the average is about 85% with category is very good. The average of interaction when using the media kamishibai is about 88% with

category is very good. It can conclude that kamishibai media is the practical media. The average of whole aspects in kamishibai media is about 87, 77% with the category is very good.

Effective criteria can be seen from the students' responses were positive. Positive response can be seen in the results of a questionnaire showed 9 students as samples agree that kamishibai media is media that can improve Reviews their learning interest, kamishibai is the media that can motivate them to learn, kamishibai media make the narrative story is easy to understand, kamishibai media make students understand the material easily than before, kamishibai media can improve their speaking skill, and kamishibai media make students enjoy to do storytelling in front of the class. With the results kamishibai media is the media that has three aspects namely, valid, practical, and effectiveness. it can stated that kamishibai media is eligible to use as learning media for storytelling narrative.

## **B. Suggestion**

From the conclusion above, there are some suggestions that are proposed that probably can help for English teachers and further researchers.

1. The use of this kamishibai media would be more effective if teachers are using this media bring the story narrative with more creative and communicative as the essence of kamishibai media utilization is as an intermediary of communication between the storyteller and the listener. With higher creativity and the more intense

communication, the media not only serves to convey narrative story to students, but also to motivate and provide higher confidence of students to use English more frequently in daily conversation.

2. Other researcher. This media consist of two stories as the material; The Legend of Momotaro and The story from Al-Qur'an is the story of Nabi Sulaiman and ants. For other researcher can be adding another story as the material for kamishibai media.

