

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Referring to the discussion of the research in the previous chapter, it can be concluded that there are 176 exchanges which occurred in online teaching-learning process. Teacher inform, teacher elicit, and teacher direct were the most dominantly used in the realization of IRF pattern. The majority of them were used in opening move. From all exchanges produced in online teaching-learning process, there were 5 patterns found in the teaching-learning process. They were *I pattern*, *IR pattern*, *IRF pattern*, *IF pattern*, and *IbRF pattern*. *I pattern* was the most dominantly used. *I pattern* helped to create more effective ideal classroom interaction as the three main elements were included; teacher initiation, students responses, and teacher's feedback. In online learning, most students were not directly respond to every initiation encouraged by teacher. According to the high percentage of *I pattern*, it explicitly indicated the lack of responses delivered in the process.

B. Suggestions

By considering the conclusion mentioned above, the writer formulized some suggestions for teachers, researchers, and students. For teachers as the initiator are expected to use the variation of acts in order to induce more responses from students. Therefore, feedbacks are also needed to be generated more in line with more response from students. As a result, more IRF patterns are constructed in

classroom exchange. For students who are pivotal participant in learning process are expected to realize the essential of participating actively in classroom process in order to achieve learning goals. For researcher who are interested to conduct relevant research are able to analyze more additional aspects of IRF pattern based on Sinclair and Coulthard model in order to develop wider scope of study. Since this research is a study case which focused on analysing the IRF pattern occurred in classroom interaction. It is better to widen the scope of study in order to add more resources about Sinclair and Coulthard's classroom interaction system.

