

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter deals with conclusions and suggestions of the research findings and discussion presented in the previous chapter.

A. Conclusions

The existing media used by the teacher was not effective enough to stimulate and encourage the learners to write. They find it is difficult to write and make a descriptive text. They want to have an interesting writing media which motivate them to learn and write the kind of descriptive text. The solution for the students is developing the new interesting writing media. This writing media is based on students' needs and make students more interest in learning as well as ease the students to write through *E-Scattergories* game follows the R&D phases by Borg and Gall (2003) which is simplified into, (1) Gathering Data and Information, (2) Need Analysis, (3) Designing Media, (4) Validating by the experts, (5) Revising, (6) Final Product. The score of validation from the validators was 92.6% and it was categorized as relevant. It means that the media were valid an appropriate to use as learning media for students.

B. Suggestions

In relation to the conclusions above, suggestions were stated for the consideration for the future. For the teacher, teacher should consider students' need in choosing the learning media. The learning process can be successful if the teacher mastered in explaining descriptive text as well as using a learning media

that can support the teaching learning process. The teacher can use and develop the learning quality by using *E-Scattergories* that has been validated by expert in their English class. For the students, they also can practice their descriptive writing by using this media in order to help them in learning English and increase their writing skill. The result of the study can be considered as recommendation for the researchers to make further research related to the study.

