CHAPTER V
CONCLUSION AND SUGGESTION

5.1 Conclusion

The development of Android-based Augmented Reality learning media for three dimensional curved surface have been done by implementing the ADDIE model. The development process has five phases that are analysis, design, development, implementation and evaluation. In analysis phase, the researcher find out the information or condition from school in order to be able to collect enough information to formulating the goal of the development purpose. Then continued by the design phase, to get the goal formulation, making the flowchart, menu structure and objects design. After finished the design, then development phase. In development phase, the researcher developing the AR learning media by using Blender 3D, Sketchup, Vuforia, Unity and Visual Studio software. The software are used to built the application of AR learning media. After finished to built the AR learning media, then validated by validator. The developed AR learning media in this study was validated by the media and material experts. The result of this validation stage show that the learning material used in the developed AR learning media belongs to very valid category (82.42%), while the AR learning media itself belongs to very valid category (81.25%). After the AR learning media already validate, it would be implementing to the students to get the students responses. And at last, the researcher will get the evaluation from the result of students responses about the AR learning media.

The analysis of students responses for the Android-based Augmented Reality learning media for three dimensional curved surface show that the AR learning media belongs to excelent category (85.88%).

5.2 Suggestion

Based on the result of this research, the important thing to consider that the researcher suggest is to develop the other material by using the technology Augmented Reality and reducing file size of application. And also hope the next researcher to input the AR learning media into Google Playstore for easier installing.