

## **CHAPTER V**

### **CONCLUSION AND RECOMMENDATION**

#### **5.1. Conclusion**

Based on the results of the research and discussion, the following are the conclusions of this research.

1. According to media expert assessment, the Android-based mobile learning application on the digestive system material for grade XI MIA SMAS Budisatrya Medan has fulfilled the feasibility criteria with a score of 95.14, proving that the application is very feasible to be used in learning process.
2. According to material expert assessment, the material in the Android-based mobile learning application on the digestive system material for grade XI MIA SMAS Budisatrya Medan has fulfilled the feasibility criteria with a score of 87.8, proving that the material presented in application is very feasible to be used in learning process.
3. According to biology teacher, the Android-based mobile learning application on the digestive system material for grade XI MIA SMAS Budisatrya Medan has fulfilled the feasibility criteria with a score of 93.27, proving that the application is very feasible to be used in learning process.
4. The Android-based mobile learning application on the digestive system material for grade XI MIA SMAS Budisatrya Medan received a positive response from students with a score of 93.3, proving that the application receive very good response from the students.

#### **5.2. Recommendation**

Based on the results of the research and the conclusions that have been described, there are several recommendations, such as:

1. In the future research, it is recommended to add learning strategy expert to assess the developed product so the product can accurately fulfill the

learning aspect criteria.

2. It is better to have more than one expert in each assessment aspect.
3. In the further research, it is necessary to conduct product trials with a larger number of sample/students in order to obtain more accurate result.
4. It is better to test the effectiveness of the product by giving a test at the beginning (pretest) and at the end (posttest) of learning process and then analyzing the result with N-gain formula to see how student learning outcomes improve after using the application.