

## CHAPTER V

### CONCLUSIONS AND RECOMENDATIONS

#### 5.1. Conclusions

Based on the results and discussions that have been stated, the following conclusions can be drawn:

1. Based on the assessment of material experts, it shows that the feasibility value obtained for learning materials in android-based applications as learning media for transpiration materials is 95 with the "very feasible" category.
2. Based on the assessment of media experts, it shows that the feasibility value obtained for learning materials in android-based applications as learning media on transpiration materials is 80.86 with the "very feasible" category.
3. Student responses showed positive results on android-based applications as learning media on transpiration material with a feasibility value of 88.57 and included in the "very feasible" category so that the applications developed by researchers can be used in the learning process on transpiration material.

#### 5.2. Recomendations

Based on the results of the research and the conclusions that have been presented, the researchers can propose the following suggestions:

1. Learning media based on android applications need to be expanded in terms of material. The material presented is not only transpiration material but also all material in the Plant Physiology course.
2. For further research it is necessary, the application should be tested with more samples so as to produce learning media that can be used more widely.
3. This research is only at the stage of validity, further research is expected to continue the research to the stage of testing learning outcomes so that the impact of using android-based applications as learning media on the transpiration material developed can be known.