

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the data analysis and discussion in Chapter IV, it can be said that this is the case:

1. The ADDIE development model was employed in the comic that highlighted the concepts of momentum and impulses. Throughout the process, there were stages such as analysis, design, development, and implementation.
2. In accordance with the judgments of a material expert, the possibility of creating a comic book concerning momentum and impulses received an average rating 4.25 out of 5. Meanwhile according to a media expert, the feasibility of comic about momentum and impulses got an average score of 4.50 out of 5. This demonstrates that the media will very certainly be used as a learning tool in the subject of momentum and impulses in the future. Therefore it got an average of 4.29 for overall aspects because the teacher assesment that a comic about momentum and impulses could work. This indicates that the media will very certainly be used as a learningtool in the subject of momentum and impulses.
3. Focusing on students result, the feasibility of making a comic about momentum and impulses got an average score of 4.38 out of 5. This indicates that the media may be utilized to teach about momentum and impulses.
4. According to the result students' motivation before using comic media received score 3.98 to 4.27 out of 5. This shows that the media can help students be more excited in learning.

5.2 Suggestion

Suggestions for future media development and usage are the researcher makes the following recommendations about the use and development of media The comic may be utilized for a wide range of physics teaching purposes, including high school and college and also the comic may be thoroughly evaluated with larger sample quantities to confirm that it is of high quality. To assess the product's efficiency, more study, such as a research experiment, might be conducted.

Suggestions for teacher and students when teachers include a variety of media into their lesson rather of depending just on books, print modules, and worksheets, students' interest will rise significantly. It is possible to use comic books as a method of instruction in lieu of more complex instructional materials. The creation and use of engaging and novel learning materials is demanded of teachers on a regular basis in order to boost students' enthusiasm to learn.

