

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusion

Based on the results of previous research and discussion, the conclusions of this study are as follows.

1. This interactive learning media using Geogebra Classic 6 Software on the building material of the flat side space of Limas and Beams has a validity percentage of 89% with the Valid category, so that the learning media developed can be katakana valid.
2. Interactive learning media using Geogebra Classic 6 Software on the building material of the Limas and Blok flat-sided spaces has a percentage of practicality from the results of the teacher response questionnaire and the category is very practical, so that the learning media developed can be said to be practical.

5.2 Suggestion

This research was carried out only on validity tests and practicality tests, so that learning media using the Geogebra Classic 6 software has not been tested effectively if used in mathematics learning in schools. Learning media using geogebra classic 6 software is only developed on the building material of the flat side space of Limas and Beams, so it is hoped that it can also be developed on mathematics learning materials limas and Blocks and bia used also in other mathematics learning studies for further research.