

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

After analyzing the data, the researcher concludes that the development of interactive e-book using flip PDF professional as digital learning media for writing narrative text in grade X Senior High School can help them in learning and it can be a solution for them in learning English. Creating media through Interactive E-Books adheres to the R&D phases defined by Gall et al. (2003), which are as follows: (1) Gathering Fata and Information; (2) Need Analysis; (3) Media Design; (4) Validating by Experts; (5) Revision; and (6) Final Product.

The validator's validation score was 93,4 percent, which was classified as excellent. The score of the teacher's response to the media was 95,5 percent, which was classified as excellent. And the score of students' responses to the interactive media was 93,6 percent, which was classified as excellent. It means that the media were valid and pratical for use as learning media for students in grade X, especially once they started learning to write narrative text.

B. Suggestion

There were some suggestions for future consideration. When selecting learning media, the teacher should keep the needs of the students in mind. The learning process can be successful if the teacher is skilled at explaining the narrative text as

well as using learning media to support it. The teacher should then consider the type of text that will be assigned to the students. Students can use the interactive e-book as a media tool to help them write narrative text. In order to obtain a more accurate evaluation, the next research and development should be conducted while the students are studying how to write narrative text. And for schools or education departments to be able to meet the needs of facilities for students and teachers to be able to use digital-based media in this digital era

