

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

The researcher has finished analyzing the data of interview carried out by the researcher to subject of the study. The researcher found that the purposes of use Line application as a learning media for students' speaking skill in English were: From the first subject, the use of Line application helps students to save more in time in doing questions and saves paper. When using the Line application, the efficiency and effectiveness of learning time. This is because the Line application has advantages such as being able to be accessed anywhere and at any time. Apart from that, Line is an old social media and is often used, especially by students. The Line application has become a popular favorite social media over time because this application is really good to use. So, it's not surprising that the Line application is useful because Line has a good user rating and is widely used. Next, after the researcher analyzed the data from observations of how English teachers and students used the Line application at SMP Negeri 3 Percut Sei Tuan. Teacher followed five steps, namely: (make verification or open Line account, open home tool, complete the profile, open chat room, and start to chat, share files, and voice notes) based on English Subject.

After the researcher analyzed the data of the observation followed eleventh step, namely: (open a Line Application, login Line account, login Line by phone number, verification login code by phone number and Gmail, describe the purpose

of Line Application, opening home tool, complete the profile, opening chat room, making and send the assignment and give instruction, share sheet; information, instruction of the assignment, and the result of student voice note).

After the researcher analyzed the data of the teacher interview, and questioner with 30 students, the Line application is an effective learning media to increase students' speaking skills. Voice/video calls, interactions with native speakers, voice messages, and language learning groups on Line provide significant benefits. These features allow students to practice speaking in real-time, listen to and imitate native speakers, improve pronunciation, and feel comfortable in the learning environment. The intuitive user interface and engaging features also make learning more enjoyable. In conclusion, Line is an effective tool for improving students' speaking skills.

So, from the statement above, it can be concluded that it is true that the Line application can be a good English learning media, especially for students' speaking skills. Students see the possibility of using the Line application to complete class assignments, with many new features, an effective communication tool, easy to use and high quality. Using the Line application for learning outside the classroom can motivate students to learn more, and improve their speaking skills significantly. Line applications can build their self-confidence and motivate them to improve their English skills.

## **B. Suggestion**

From the research above, the researcher have some suggestion that can be help for students and teacher when using Line Application, they are:

1. In learning process, teacher should optimize their use learning media (Line Application) so that's students can be more motivated to learn and develop speaking skills. Besides the teacher providing learning material, it is good for the teacher to also be able to attract students' attention this media learning.
2. Even though many students understand the material presented by the teacher, there are some students did not understand the answers to the assignment given by teacher because of their lack of speaking skills. Students should talk more often and ask about what they do not understand during learning, so that when assigned, they can understand and be able to do it well.
3. It is hope that the research will provide an illustration for further research regarding the application of Line Application as a media learning for students' speaking skills.

*Character Building*  
UNIVERSITY