

BAB V

CONCLUSION AND SUGGESTION

A. Conclusion

1. Students' perceptions of reading comprehension using a Roblox learning media. Students felt that using this media in class is more effective and active compared to using textbooks which must be read continuously. They also felt that by using the Roblox game it was easier for them to understand it so they could solve problems in the game as a group. Finally, they felt that there was good interaction in class, thus encouraging students to read in class without feeling embarrassed. Furthermore, the teacher's perception of Roblox learning media has a positive impression as the teacher realized the media directly used in class which became the teacher's experience so that a perception increased. The use of Roblox was suitable for use in this modern era, because there was a renewal of student learning methods where previously Roblox was only used for vocabulary. Teacher could see students becoming more active in reading by forming groups, they can work together to solve problems without feeling embarrassed, students also did not feel bored during the learning process.
2. Based on the results of the questionnaire distributed to students, it can be concluded that the results of the questionnaire state that each individual student has a positive perception that the Roblox video game is effectively used in the classroom as a quality improvement medium of students' reading comprehension.

The questionnaire also has indicators from Zaden's (1984) theory which includes person perception, situation perception and social perception as support to make it easier to find student perceptions. Based on the results of interviews with 10 students who answered, students had the perception that Roblox media with animated videos was interesting for them to play while learning, without feeling pressured when completing the learning process because the game procedures were easy to do (Jill Hadfield, 1984). Students are also encouraged to read in class with their friends without feeling bored because of the reciprocal interaction with their friends. They also think that Roblox media is more effective to use than just using textbooks, and they also agree to suggest that Roblox media be used for further learning. Based on the results of interviews with class VIII-1 English teachers, it was stated that Roblox was an effective media used in the previous learning process. The teacher also said that Roblox media is suitable for the 21st century. The benefit obtained by using Roblox is that students become more active in reading comprehension in class because previously students felt embarrassed to read. However, during the process of solving questions in the video, students may still make mistakes in writing answers using English.

B. Suggestion

Based on the results of the research, some suggestions can be made as follows :

1. For teacher, To help students read comprehension more actively in class and to increase the quality of students' reading comprehension, teachers are advised to use Roblox with the Elementary Communicative Game as a teaching tool. In order to keep pupils interested in their studies and away from relying on rote memorization, teachers had to incorporate a variety of teaching strategies. In addition, teachers need to be aware of the challenges that students have when it comes to reading comprehension in English. They should also create effective learning objectives and employ suitable teaching strategies to ensure that the activities that students engage in align with the goals.
2. For students, to utilize Roblox in accordance with the teacher's directions, they need to have greater confidence in their ability to improve their English reading comprehension in class.
3. For the reasercher, The researcher suggests conducting study from multiple ideas and classes for future researchers who address the same problem. Roblox is a great tool for helping students in the classroom with their English.