

CHAPTER V

CONCLUSION AND SUGGESTION

A. CONCLUSION

Based on the research and development process using the ADDIE model, it can be concluded that the Augmented Reality (AR) media for teaching Narrative Text is successfully developed and highly feasible for Grade X students. It can be shown that AR media was successfully developed using Assemblr Edu to visualize narrative text (e.g., "Little Red Riding Hood"). The developed AR media is categorized as Very Good (Valid) and meets the material and pedagogical requirements based on the evaluations from media and material experts. Moreover, the AR media is highly practical and successfully solves the initial problem of low student engagement. It received a highly positive response from the students and demonstrably transformed passive learning behaviors into active participation, making narrative structures and moral values easier to comprehend.

B. SUGGESTIONS

1. For English Teacher

Teachers are encouraged to utilize this AR media as an alternative teaching tool to break the boredom of textbook-based learning. However, considering the technical requirements, teachers are advised to apply a hybrid method. While students explore the media individually on their phones, the teacher should also display the AR scenes via a laptop and projector. This ensures that students who experience device lag or have small screens can still

follow the story details clearly and stay on the same track as the rest of the class.

2. For Students

Students are suggested to utilize the AR media not only for entertainment but as a tool to improve their understanding of Narrative Text structure and vocabulary, and also to stimulate their imagination before writing their own stories.

3. For Future Researcher

It is suggested to explore other genres of Narrative Texts (e.g., Legends, Myths) to enrich the digital library. Additionally, researchers should consider implementing this media across various educational levels. Since the current students (Generation Alpha) are familiar with technology, this AR-based approach is particularly suitable and can be adapted for different grades to engage their motivation.