

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

After analyzing and discussing the research findings, the conclusions are drawn as follows:

First, the needs analysis revealed that seventh-grade students needed a more interactive and engaging learning medium to support vocabulary learning in reading descriptive texts. The findings showed that students experienced difficulties in understanding and remembering vocabulary and preferred learning activities that incorporated games, images, audio, and digital media. Therefore, these learning needs became the basis for developing the Educaplay-based E-Worksheet.

Second, based on the identified needs, an Educaplay-based E-Worksheet was designed by integrating vocabulary materials on descriptive texts about animals into five interactive game activities, namely Riddle, Matching Pairs, Matching, Fill in the Blanks, and Memory. The worksheet was designed to provide meaningful vocabulary learning experiences through various interactive activities supported by images, audio, and game features available on the Educaplay platform.

Third, the development of the Educaplay-based E-Worksheet was carried out by transforming the worksheet design into a digital learning product using the Educaplay platform. Various platform features, including multimedia support,

game settings, and publishing features, were integrated to produce an interactive learning medium that is practical and accessible for vocabulary learning.

Finally, based on the expert validation results, the developed Educaplay-based E-Worksheet obtained a mean score of 4.38 with a validation percentage of 87.60%, which falls into the "Highly Feasible" category. Therefore, the product is considered feasible for use without revision and meets the established quality criteria as a learning medium for vocabulary learning in reading descriptive texts for seventh-grade students.

5.2 Suggestion

Based on the findings and conclusions of this study, the researcher would like to propose the following suggestions.

1. For English Teachers

English teachers are encouraged to use the developed Educaplay-based E-Worksheet as an alternative learning medium for teaching vocabulary in reading descriptive texts. By integrating interactive digital activities into the learning process, teachers can create a more engaging and student-centered learning environment. Teachers are also encouraged to continue utilizing educational technology to develop innovative learning media that suit students' learning needs.

1. For Students

Students are encouraged to actively participate in the interactive activities provided in the Educaplay-based E-Worksheet. Through consistent practice using the various game-based activities, students are expected to improve their vocabulary mastery, pronunciation, and understanding of descriptive texts in a more enjoyable learning atmosphere.

2. For Future Researchers

Future researchers are encouraged to further develop Educaplay-based E-Worksheets by applying them to other English language skills, such as listening, speaking, or writing, as well as different text genres. In addition, future studies may continue this research by implementing and evaluating the effectiveness of the developed product in improving students' vocabulary learning outcomes.