

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

From the data analysis, researcher could conclude:

1. The teacher's perception on colloidal system as the subject matter on the textbooks composed based on KTSP curriculum for grade XI in 2nd semester was good. But in some criteria (content, extension, depth, design, and language) in chemistry textbooks are need to be revised. The extension and depth of subject matter should be explain deeply, the design of chemistry textbook should be interested with figure and need some animation, and the language of chemistry textbook should be interactive so it can foster student's creativity. So researcher had a revision and made the interactive learning module which is aim to increase student's achievement and foster student's creativity.
2. The respond of lecturer, teachers, and students on the interactive learning module that has been composed by researcher based on 20131 curriculums in colloidal system as the subject matter was very good. It can be seen that the score that they give in the questionnaire for interactive learning module was very good. The interactive learning module also has been validated by expert team and didn't need to revise
3. Student's achievement that is taught by using Interactive Learning Module with macromedia flash in Problem Based Learning has significant higher than students that is taught by using Direct Instruction on the topic Colloidal System. The student's achievement taught with interactive learning module is higher than student's achievement without using interactive learning module.

4. The interactive learning module can foster student's creativity because the average of percentage in all meeting of student that taught with interactive learning module with macromedia flash in Problem Based Learning is significant higher than student's that taught with Direct Instruction without interactive learning module. And the student's creativity has significant higher in both of the treatment
5. The student's creativity and student's achievement is directly proportional and has positive correlation in student's that is taught using interactive learning module with macromedia flash in Problem Based Learning. The higher achievement that the student's get, it is also influence of the student's creativity, so the percentage of the creativity is higher also.

5.2 Suggestion

From the result of research, there are some suggestion in order to increase student's achievement and foster student's creativity, those are:

1. For chemistry teacher, it is so important to use standard interactive learning module with macromedia flash in Problem Based Learning because it can increase student's achievement and student's creativity. And also in interactive learning module, the teaching and learning process will be more interactive and interested so the student's will be enjoy studying and understand the subject matter more
2. For other researcher, that will be doing the research can using this research as reference in increasing student's achievement and student's creativity by using interactive learning module with macromedia flash in Problem Based Learning, because this treatment is better than Direct Instruction and this is effectively increasing student's achievement and foster student's creativity