

BAB V

CONCLUSION AND SUGGESTION

This chapter discusses about conclusion and suggestion on the basis of the research finding and discussion presented in the previous chapter.

A. Conclusion

Based on research findings, it is concluded that:

1. Designing interactive learning media for writing skill by using Macromedia Flash 8 follows R & D phases of Sugiono (2013) which is simplified into: (1) need analysis, (2) determine the material, (3) design of product, (4) expert validation (media and material), (5) revision of product, (6) test of product, (7) revision of product, and (8) production.
2. The product of designing interactive learning media for writing skill with English material about narrative genre for grade ten of MAN 2 Model Medan has validated by expert validation (material and media). For the material the average is **3.9** with category **very eligible, no need revision** and for the media the average is **3.2** with category **eligible, no need revision**. With the result that the interactive learning media for writing skill is eligible to use as learning media in teaching learning process.

B. Suggestion

From the conclusion above, there are some suggestions that are proposed that probably can help for English teachers and further researchers:

1. Location of research. The location of research should have good facility such as computer laboratory; it would help the researcher in finishing the research. Then, in the computer has to have flash player, it has function to make sure that the program is running well. In addition, this interactive learning media has validated by expert validation, English teacher is hoped use the media into teaching learning process.
2. Other researcher. This media consist of one material; Narrative genre and one skill; writing skill. For other researcher can be adding another English material and or adding another skill in interactive media by using flash.