

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. The Conclusion

The researcher developed the teaching media by considering the learner needs and teacher needs. Based on the development result of the research, the researcher concluded that there were some steps to design teaching media: 1) Gathering data and information, 2) Designing product, 3) Validating the product, 4) Revising the product, 5) Testing Product and 6) Final product. The quality of the design teaching media through *Who Am I* game by having score 89,96% meant *Very Good* quality. The score came from the students' evaluation of the VII – 11 class (37 students) at SMP Pahlawan Nasional. In addition, 37 students were very like this product and they gave very good for the quality of the media.

B. The Suggestions

There are three suggestions that the researcher gives, they are:

1. For the teachers, the benefit of using media in teaching would help the teacher in varying teaching and learning activities in the classroom.
2. The students, by implemening of teaching media could help the students to improve their ability in writing and their interest.
3. For the other researchers, in developing the media especially by using the game make sure that the students know first about the material then how to improve their ability in writing.