

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

From this research, it can be conclude that:

1. The process of developing Canva and Kahoot-based learning media was developed using the ADDIE method. The analysis stage includes finding out the learning needs and learning media used in the research area. The design stage is the preparation of the learning media scheme, collecting learning resources and preparing all graphic needs. The development stage is compiling what has been prepared in advance and then validated before being applied in research schools. The developed media was validated by 3 education practitioners who are material experts and media experts given suggestions for revision of improvements. Implementation stage is the stage of applying the improved media to research schools to obtain student responses and problem solving abilities. The evaluation stage is the final stage to find out the advantages and disadvantages of learning media. The weakness of this media is the lack of learning media that student's have. So that they cannot use the media perfectly.
2. From this research, it is known that the learning media based on Canva and Kahoot! This can be used in the teaching and learning process according to the revision given.
3. This developed learning media can improve the students' problem solving abilities but not significant.

5.2 SUGGESTION

From this research, suggestions are given in the form of:

1. The Canva and Kahoot-based mathematics learning media still have many shortcomings in terms of content, appearance, and material to become learning media, so that the development of mathematics learning media in the form of educational games must be better in order to improve students' problem solving skills and can help students understand so that in the future they can get maximum results after using the media.

2. This Canva and Kahoot-based mathematics learning media at the time of its application had a few obstacles, due to time constraints when using learning media, so that in the future further researchers should be better at utilizing time so that the media developed can increase students' motivation and interest in learning and can help students understand so that in the future they can get maximum results after using the media.

