

CHAPTER V

CONCLUSION AND SUGGESTION

5.1. Conclusion

Based on the results of research on the development of Augmented Reality-based interactive learning media on two-dimensional shape materials, it can be concluded that

1. Produced interactive learning media based on Augmented Reality on valid, practical, and effective two-dimensional shapes using the ADDIE development model (*Analysis, Design, Development, Implementation, Evaluation*). This model consists of 5 stages. The first stage is the analysis stage, the second stage is the design stage, the development stage, the fourth stage is the implementation stage, and the last stage is evaluation.
2. The level of validity of Augmented Reality-based interactive learning media on the two-dimensional shape material used is in the very valid category
3. The level of practicality of Augmented Reality-based interactive learning media on the two-dimensional shape material used is in the very practical category.
4. The achievement of the effectiveness of Augmented Reality-based interactive learning media on two-dimensional shape materials is concluded based on: (i) the improvement of students' conceptual understanding, from various analyses, such as the total score of students' conceptual understanding, each indicator of students' conceptual understanding, and N-Gain, it shows that there is a high improvement of students' conceptual understanding from pre-test to post-test through the augmented reality learning media. (ii) the positive students' response is greater than 80%, from the result analysis of students' response questionnaire, it shows that the students positively respond on the media, that is 91.47%, therefore the augmented reality-based interactive learning media is in "very effective" category.

5.2. Suggestion

Based on the conclusions of the research above, the researcher provides suggestions and recommendations to practitioners who are interested in implementing Augmented Reality-based interactive learning media on two-dimensional shapes materials in learning and to other researchers who wish to follow up on this research. The suggestions and recommendations of researchers are as follows:

1. Interactive learning media produced are valid, practical, and effective media so that they can be used as alternative learning media by teachers in learning activities in the classroom on two-dimensional shapes materials.
2. Teachers can make learning media interactive learning media based on Augmented Reality-based for other mathematical topics.
3. Other researchers can develop this interactive learning media, especially fixing bugs in the application and making augmented reality freer for users, such as changing the color of the area and others.