

CHAPTER V

CONCLUSION

5.1 Conclusion

Based on the data and test results obtained from research on the development of Android-based interactive learning media on the reaction rate material, the following conclusions can be drawn:

1. Android-based interactive learning media been developed met the feasibility standards based on the android-based integrated BSNP in value 3.85 with criteria valid and doesn't need revision
2. Student learning outcomes taught using android-based interactive learning media that have been developed higher than the KKM value

5.2 Suggestion

Based on the results and conclusions obtained, the researchers propose the following:

1. For teachers and future teachers, Android-based interactive learning media can be used as an option for student learning that can result in student learning outcomes that are higher than the KKM value.
2. It is advised that future researchers gain a deeper understanding of Android-based interactive learning media, including both its advantages and disadvantages

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