

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 The Conclusion

This research adopts theory Borg and Gall (2003), and these modifications consist of six steps of the Research and development, which are as follows: (1) gathering data and information; (2) Analyzing Data; (3) Designing media; (4) Validating by experts; (5) Revising media; and (6) Final Product.

The researcher get validating by the experts in five section validating instrument. There are linguistics, process, product, content and layout, critics and suggestions. To developed teaching learning of media it-self researcher get two validators by the experts. First the lecturer in English and education Departments at State University of Medan. The second validator by English teacher at MTsN 2 Medan. The results of the experts' validation showed that the media was appropriate media to be used in teaching listening narrative text by getting an average of the English Lecturer 85.8% as category "relavant" and also from the English teacher 92.5% as categorized as "excellent".

As long as the researcher did research consists how to operate the media also did research at the school and the media application to use. There are several problems as follows (1) the process of creating media of project need a stabile internet connection, or our work will be delayed; (2) there are some template, texts, pictures, backgrounds, videos, styles that cannot be used free. The used needs to pay if the user would like to use the whole features; (3) also, as long as the researcher did research there are several problems. Which one,

because the researcher take at ninth-grade students and it was on 4th April to give the letter and take observation the students it was also at condition of Ramadhan, thus the researcher cannot do the research and give questionnaire because it wasn't part of KBM in teaching learning. So, the researcher started on 9th May when the students have a free class after practice examination

According to the aforementioned information, this study is designed to develop digital storytelling as media for teaching listening narrative content. The form of media is a video (audiovisual) which will create the development of students in teaching learning. The structure, features, and other aspects of narrative text will be developed in form of interesting, colorful, and attractive video. Thus digital storytelling can be attractivity media in teaching learning and also can motivate student to be interested in teaching listening skill narrative text for grade ninth at MTsN 2 Medan.

5.2 The Suggestions

There were some suggestions made for future consideration. The researcher recommends that teachers use video as a teaching medium when listening to narrative text. One alternative method for improving students' listening ability and interest is to use video media. When selecting media for the teaching-learning process, teachers should also consider the needs of their students. The teaching-learning process can be successful if the teacher is well-versed in narrative text and can select appropriate media based on the needs of the students. It has the potential to increase student interest and make the teaching-learning process more active.

Students' listening skills and interests can be improved by using educational media. Using digital storytelling as a media, students can also learn to listen to narrative texts. The students in this study had not yet learned the narrative text. In order to obtain more accurate assessments, tests should be conducted while students are learning to listen to narrative texts in future research and development. It is advisable that the researchers plan the research at KBM in teaching learning. So, the students have a free class when the researcher do a research. Thus, in teaching learning especially in teaching media it is recommended that digital storytelling in teaching listening narrative text for grade ninth at MTsN 2 Medan to the other researchers find the videos interesting enough to help them improve their listening skills when creating media, particularly video.

