CHAPTER V
CONCLUSIONS AND SUGGESTIONS

5.1 Conclusion

The conclusion of the research and development of android-based physics learning media is as follows:

1. The validity of android-based physics learning media is declared feasible with an assessment of all criteria according to material experts obtained an assessment with a percentage of 91.11% (Very Valid) and media experts with 90% (Very Valid).
2. Students' assessment states that android-based physics learning media using kodular is practical to use during learning. This is because the results of the practicality of student responses in small classes are 87.95%, medium classes are 85.54% and limited classes are 94.75% declared very practical.
3. The post-test results of students using android-based physics learning media obtained classical completeness scores in small classes with an average of 87.05, medium classes with an average of 86.45 and limited classes with an average of 88.78. So, the media used is effective because the completeness of student learning ≥85%.
4. Based on student learning outcomes from android-based physics learning media using kodular in the learning process, students get a gain value in the high category in the small class and medium class 0.77 and limited class 0.83 with high criteria category.

5.2 Suggestions

Based on the research results and conclusions, there are several suggestions that researchers can convey for further research and development, namely as follows:

1. For teachers, based on the results of this study, android-based physics learning media using kodular can be used as one of the teaching materials that can be used in the Physics learning process and more creative and effective in developing teaching materials.

2. For further researchers, android-based physics learning media using kodular to improve student learning outcomes can be further developed on other physics materials, so as to improve students' ability to physics concepts.
3. For schools, it is more likely to use Android-based Physics learning media using kodular in the learning process and can support teachers to be more creative in developing teaching materials.