# CHAPTER V
# CONCLUSSION AND SUGGESTION

## 5.1. Conclussion

From the results of the research and discussion that has been presented, then can be obtained the conclusion of the study which is as follows:

1. The feasibility of the development of a hypercontent module based on momentum and impulse material that is very valid, concluded based on validation results from material experts with a percentage of 83.5% and media experts with a percentage of 86% with each percentage included in the very feasible criteria.
2. The hypercontent module based on QR code on momentum and impulse material that has been developed has received a very good response from students and educators with a response percentage of 93% from students and 88% from a teacher, each of these percentages is included in the very good criteria.
3. The improvement of student learning outcomes using a hypercontent module based on QR code on momentum and impulse materials obtained a N-gain value of 0,73. This value is included in the medium category. Increased student learning outcomes are high category.

## 5.2. Suggestion

Based on this research, the author proposes several suggestions for overcoming problems found in the field and for readers:

1. In implementing a Hypercontent module based on QR code in learning activities, you should pay more attention to the condition of the internet network in the school environment so as not to waste time waiting for the internet network to open each QR code in the module.
2. In developing and creating the Hypercontent module based on QR code in learning activities, it does require more time in preparing the module in order to further sort each content that will be included in the module for

learning about digital use, especially in the AR (Augmented Reality) section which is needs to be created first before it can be accessed by scanning the QR code.

3. One of the limitation of this QR code based Hypercontent module in implemented it is needs proper infrastructure and facilities.
4. The results of this research show that the hypercontent module based on QR code on momentum and impulse materials is able to improve students' learning abilities, especially in momentum and impulse materials. The feasibility level is very feasible and the response rate is very good so that researchers suggest that QR code-based hypercontent modules can be used and become one of the additional teaching materials for students.
5. To get maximum results, it is necessary to carry out further research on larger and wider samples. The development of this hypercontent module can be continued by further researchers until the 4-D stage.