

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### **5.1 Conclusion**

Based on the result of the research and discussion that has been described, it can be concluded that:

1. Validation from material experts on digital-based comics on environmental change material for class X at SMAN 7 Medan obtained an average of 95,00% which is categorized into a very good category.
2. Validation from learning experts on digital-based comics on environmental change material for class X at SMAN 7 Medan obtained an average of 93,18% which is categorized into the excellent category.
3. Validation from media experts on digital-based comics on environmental change material for class X at SMAN 7 Medan obtained an average of 95,00% which is categorized into very good categories.
4. Biology teacher assessment of digital-based comics on environmental change material for class X at SMAN 7 Medan obtained an average of 97,50% which is categorized into the excellent category.
5. Students' response to digital-based comics on environmental change materials for class X at SMAN 7 Medan obtained an average of 97,64% which is categorized into the good category.
6. The results showed that the products developed in the form of digital-based comics on environmental change material that had been produced were effective in achieving learning indicators on environmental change material in terms of the N-gain test with a moderate category of 0.65.

#### **5.2 Suggestion**

The research of this digital-based comic development research on environmental change material with the ADDIE model produces digital-based comics that focus on the subject matter of environmental change using flip-pdf that cannot be directly accessed before students download with a special link. Therefore, it is recommended to future researchers to be able to produce

digital-based comics using applications that are easier and instant to access. Then, to get maximum results, further research needs to be done on a larger sample.

