CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the findings and development process of Descriptive Learn AR, an Augmented Reality-based learning media, this study concludes that the application successfully addresses challenges faced by students at SMP Negeri 10 Medan in writing descriptive texts. The needs analysis identified that students struggled with limited vocabulary, difficulty understanding descriptive texts, and a lack of engaging learning tools. To address these issues, the media was designed in alignment with the Merdeka Curriculum, emphasizing vocabulary mastery, text structure, and writing skills. A well-structured flowchart and storyboard guided the design, complemented by a guidebook for clear instructions and exercises. Validation results indicated high feasibility, with 90.27% for media aspects and 92.5% for material aspects, confirming the suitability of the application and guidebook. Improvements based on expert feedback, such as incorporating audio explanations and integrating text with 3D objects, enhanced the media's engagement and usability. Descriptive Learn AR has proven to be an effective and innovative tool that motivates students and enhances their learning experience. However, further research is necessary to evaluate the media's impact in real classroom settings and refine it based on user feedback.

5.2 Suggestion

The suggestions based on the research conducted are as follows:

1. **For Teachers and Schools**:
   - Integrate Descriptive Learn AR into English lessons to create a more interactive and engaging learning environment.
   - Use the media to support students in improving vocabulary, understanding descriptive text material, and developing writing skills.
   - Ensure that necessary resources, such as Android devices and reliable internet access, are available to facilitate the effective use of the media.
2. **For Future Researchers**:
   - Focus on implementing and evaluating Descriptive Learn AR in real classroom settings to assess its impact on student learning outcomes.
   - Collect comprehensive feedback from students and teachers to refine the media.
   - Consider expanding compatibility to other platforms, such as iOS, to reach a wider audience.
3. **For Developers**:
   - Enhance AR-based applications by integrating features like self-assessment tools, quizzes, and gamified activities to support independent learning.
   - Continuously update and improve the media based on user feedback to maintain its relevance and effectiveness in diverse educational contexts.