CHAPTER V

DISCUSSION AND SUGGESTION

This chapter describes about the discussion of the revised product and the suggestion of implementing the product.

5.1 Discussion of the Revised Product

Based on the procedure of Research and Development, the product in this research was an digital comics as learning media for teaching vocabulary for eighth grade of junior high school. This teaching media is expected to create effective and easy use in English teaching learning especially in vocabulary. This product provides simple display menu to help students and teacher in using this media. This product can be used for individual learning because this media is simple and easy to use and the program free for copied. Beside that this media also can be used for small group, and classroom learning. Implementation of learning with using digital comic is in line with the implementation of the 2013 curriculum with marking that learning based on computational processes (Kemendiknas:2013). Comics are affecting to the behavior and psychological, and cognitive of the reader. This is because of the nature of comics that can cause sensual and emotional reactions of readers. The elements of drawing, writing, and humor in comics attract interest and deeply involve the emotions of readers (Ahmad, 2012).

This teaching media used combination of colors, shapes, and understandable storyline. The choice of colors, characters and storyline that relate to the lives around students made this media interesting and fun. Meanwhile, the instruction in this media is easy to understand and very comfortable to use.

This program of teaching media can be opened and used easily because the file is not large, so the computer that have low memory capacity still can operate this product.

There are several strengths in this product, but this product also cannot be separated from its weaknesses. This media can be operated in the computers which use Operating System Windows 2007 until the recent system, and absolutely the users can use it offline. This media can even be operated on a cellphone that already has an Android OS and installed PDF in it. Which generally mobile now has both of these facilities. Furthermore, the development of this media aimed to help both VIII grade students and English teacher in the teaching learning process. Because this media can be operated individually by the students, so students can learn English at home and for the English teacher this media can be used to alternative media in convey the first semester materials easily. In other side the researcher did not display comics in the form of webtoon applications because of the limited media owned by the school. Reasearcher assumes using a webtoon application will make it difficult for students and teachers to run this learning media. Because they must download the application and must register in advance to enter the webtoon application page. Therefore, the

Researcher decided to convert it to a PDF format file because it was very common and easy to use.

5.2 Suggestion of Implementing the Product

   In this part, researchers try to provide some suggestions for implementation final product that has been developed.

1. The media still need more development, especially for animation and illustration that related to the topics. It aimed to improve the quality of the media.

2. This comic should add more stories. The more stories the deeper students' understanding related to the learning material.

3. This comic should add questions related to learning material.

4. This research just produce the media without investigate the effectiveness of the product toward students' achievement, so need the further research to know this product effectiveness.