

## CHAPTER VI

### CONCLUSION AND SUGGESTION

#### A. Conclusion

1. The steps for developing learning video based on stop motion animation were:

This research and development developed an English learning product based on stop motion animation with the 'things around us' materials in seventh grade. The development of this learning media was developed using the ADDIE development model. The learning media developed by the researcher was made using the PixelLab, Canva, and KineMaster Pro application programs, to produce good and interesting learning media. This learning media consisted of several elements such as pictures, animation, audio, music, and written text which were combined and arranged systematically. The duration used in this media was about 5 minutes. The process of making this media was by using the stop motion technique (picture by picture), motion capture, or the creation of animated movements obtained by making picture by picture that put together, researchers obtained picture via google and pngtree. Pictures were assembled one by one and then put together with the KineMaster Pro application according to the storyboard that has been designed.

The first step taken by the researcher was to analyze the need for new product development (models, methods, media, teaching materials) and analyze the feasibility and requirements of product development. The second step was to design the concept and content of the product, at this step the researcher begins to determine core competencies, basic competencies, indicators, learning objectives and creating storyboards. The third step was to develop the learning video based on stop motion animation. At this step, the researcher made a stop motion animation according to a previously planned design using the Pixellab application, KineMaster Pro application, canva, and other supporting media such as google, and pngtree. The fourth step was to implement the developed product by doing small group try out and large group try out. This try out was conducted to test the effectiveness, attractiveness, and feasibility of the product. The last step was to evaluate the developed product. The evaluation was conducted to determine the effectiveness of learning media based on stop motion animation compared to print media in the form of textbooks and worksheets in teaching vocabulary to increase student achievement in English subjects, especially about students' mastery of English vocabulary.

2. Level of validity and effectiveness of learning videos based on stop motion animation:

Based on the results of the validity analysis showed that the average score percentage from media experts was 94%, material experts was 94%, and English teachers was 97,50%. According to the percentage of assessments obtained from the validators of media experts, material experts, and English teachers above, it could be concluded that learning video based on stop motion animation was declared valid.

Based on the results of the Paired Sample T-test showed that the value of Sig (2-tailed) was 0,000 which meant  $< 0,05$ , it could be concluded that there was a difference in students' vocabulary learning outcomes before and after using learning video based on stop motion animation. This showed that learning video based on stop motion animation was an effective development product because it was proven that it could be used in teaching vocabulary and could improve students' vocabulary learning outcomes and could turn the class atmosphere that was previously passive into a more active and fun.

## **B. Suggestion**

For the development product of learning video based on stop motion animation was used optimally, it was necessary to provide related suggestions as follows:

### **1. Product Utilization Suggestions**

Suggestions for utilization of learning video development products based on stop motion animation are as follows:

- a. English subject teachers are expected to be able to use this learning media product as an alternative or additional source of media used in learning.
- b. Students should use this learning video based on stop motion animation as an additional source of learning both independently and in groups via their smartphones or laptops. The learning videos have been uploaded on the YouTube Channel, making it easier for students to access or download them.
- c. Socialization of the creation and use of the developed learning media is also needed. The hope in the future is that the learning media developed can help teachers in the learning process, can be implemented at all levels of education, and can be developed better and optimally.

### **2. Product Dissemination Suggestions**

Learning videos based on stop motion animation that was developed can be used in schools that are the object of research or



educational institutions, especially at the SMP/MTs level. However, in terms of distributing this learning video product, it must continue to prioritize students' characteristics so that it is useful, targeted, and adapted to the conditions of the school and the curriculum used.

### 3. Suggestions for Further Product Development

Further product development is expected to be carried out with other materials or for other skills in learning English. It is recommended that interviews and needs analysis be carried out thoroughly and of course the process of making development products using adequate application programs so that it can produce some interesting, effective, and efficient learning media products.