

CHAPTER VI

CONCLUSION AND SUGGESTION

This chapter will describe the two main ideas are a) conclusion the development of interactive media and b) suggestions such as the utilization of products, dissemination products, and continuation of the development of interactive media.

A. Conclusion the development of interactive media

Based on the process of the development and assessment of the results of the interactive media can be explained. This interactive media development through several stages, namely 1) determine objectives and needs such as purpose, content, and materials studies; 2) reference materials collected include thematic lesson books for students and teachers; 3) learn reference materials have been collected; 4) developer develops media from reference material that has been characteristics; 5) Developer make design media; 6) flowchart of interactive media only made in outline; 7) Create a storyboard is the process of creating the appearance of the paper to be "transferred" to the computer screen; 8) developer uses the power point program that was changed to flash player through the software i-spring; 9) supporting material includes the operating instructions and specifications of computers and smartphones; 10) conduct evaluation and revision, which include consultation, assessment, and revision of interactive media. Based on the steps that have been made, the developer produces interactive media with a valid, practical and efficient.

This interactive media development has produced interactive media theme energy saving subtheme utilization energy learning 4. These products have filled the component as interactive media is good. The results of this development add to the diversity of the media, especially interactive media related to curriculum 2013 to provide a reference for teachers and students in thematic learning fourth grades.

1. Valid

The results of the assessment of interactive media development theme energy saving fourth grade had a valid and interesting level are high. Based on the results of validation and assessment of response from experts and trial. The results obtained are 1) according to material expert about the result of interactive media theme energy saving is good with a valid percentage of 81,25%; 2) according to design expert about the result of interactive media theme energy saving is good with a valid percentage of 98,00%; 3) according to linguist about the result of interactive media theme energy saving is good with a valid percentage of 100,00%; 4) according to teacher class about the result of interactive media theme energy saving is good with a valid percentage of 89,57%; 5) according to three student in individual test about the result of interactive media theme energy saving is good with a valid percentage of 91,00%; 6) according to six student in individual test about the result of interactive media theme energy saving is good with a valid percentage of 98,00%.

2. Practical

Learning use interactive media more enjoyable for students. The colorful designs and more interactive to make students more excited in the lesson. The student's ability to complete evaluation can be measured clearly. Students are able to solve problems and be able to understand the material quickly through the interactive media.

Learning media is used in the process of teaching and learning can foster a desire, interest, motivation and stimulation of learning activities, and provide psychological influences to the students.

3. Effective

The interactive media proved to be significantly effective to improve the understanding of the material on theme energy saving at fourth grade students in Islamic Global School Malang. Because t count $4,48 > t$ table $1,860$ then H_a is accepted and H_0 is rejected. There are very significant differences between the value of the final (post-test) with the initial value (pre-test). Furthermore, from the average is known X_2 $89.67 > X_1$ 76 , means that the value of the post-test better than the pre-test.

There are significant differences in cognitive understanding of students on media development have been developed. It means that interactive media development can add to the diversity of thematic media on curriculum 2013. This media can be used as a reference for teachers and students in the process of learning the theme energy saving. Media education as a learning resource that can deliver messages.

B. Suggestions

Suggestions include product utilization, dissemination of products, and sustainability of the development. In detail the suggestions can be explained as follows:

1. Suggestion for Product Utilization

- a. Interactive media theme energy saving at fourth grade should be used as an alternative thematic learning themes energy saving subtheme 2 utilization of energy learning 4 in fourth grade.
- b. Interactive media theme energy saving at fourth grade should be used with the guidance of a teacher. Because of this, interactive media only as facilities to support learning. So it takes guidance from the teacher.
- c. Interactive media theme energy saving at fourth grade should be guided by teachers who have the ability in operating computer and mobile phone. When students have a problem in the operation of the computer, the teacher can solve it.
- d. Interactive media theme energy saving at fourth grade should be used by students who can operate computers and mobile phones.

2. Suggestion for Dissemination of Products

- a. Interactive media theme energy saving at fourth grade should be gradually used. First, Interactive Media theme energy saving at fourth is used for individual learning and then used in class.
- b. Interactive media theme energy saving at fourth grade it can be used and duplicated more broadly if its use is effective and efficient.

3. Suggestion for Continuation of The Development

This interactive media theme energy saving at fourth grade still has some disadvantages. Therefore, it is recommended for interested development to solve these disadvantages.

- a. It is recommended to teachers of SD/SDI especially teacher class in fourth grade use this interactive media in learning to implement Curriculum 2013 optimally.
- b. It is recommended to teachers of SD/SDI specifically teacher class in fourth grade to try to develop interactive media in accordance with the conditions of the school
- c. This interactive media theme energy saving sub theme utilization, energy learning 4 in fourth grade has limited material. Therefore need to be developed interactive media that contain more than one learning. So that students can learn together in one subtema or one theme directly.
- d. Development of interactive media can only be used in a school that has a computer. Therefore, schools should think about the use of computers for the effectiveness of the learning process.
- e. This interactive media development aims to find out valid, practical, and effective. Therefore, this interactive media need to develop to be able to increase the score of students in learning.