

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

This chapter presents the conclusions and suggestions of the research in developing Interactive Learning Multimedia of 'English for Year VII Science Teachers.

#### A. Conclusions

The objective of this research is to develop Interactive Learning Multimedia of 'English for Science Teachers'. The multimedia was developed based on a book entitled "*English for Year VII Science Teachers*". The multimedia must suit the needs of the science teachers especially the biology teachers. In developing the interactive learning multimedia, the researcher followed some steps that were proposed by Lee and Owens (2004). The steps are analysis, design, development, expert judgment, implementation/try-out, and evaluation. In the needs analysis step, the researcher analysed the science teachers' characteristics and needs. In the design step, the diagram of the interactive learning multimedia was made. In the development step, the first draft of the interactive multimedia was developed. Then the interactive learning multimedia was validated by a content expert and a software expert. After the experts' judgment, the researcher revised the first draft. The second draft was produced then. Next, the researcher conducted a try-out of the interactive learning multimedia to four science teachers. The next step after the try-out was evaluating the interactive learning multimedia. The researcher gave a questionnaire and did an interview to each teacher. Based on the results of the questionnaire and the

interview, the researcher revised the second draft of the interactive learning multimedia. Then, the final draft of the interactive learning multimedia was made.

From the process of the development of the Interactive Learning Multimedia of “English for Year VII Science Teachers”, the final version of the interactive learning multimedia that suits the needs of the science (biology) teachers includes:

- a. Spoken cycle
- b. Written cycle
- c. Language Focus
- d. Assessment
- e. Summary, and
- f. Glossary

Each page:

- a. have a user guide button,
- b. provide the title of the multimedia,
- c. provide the title of the unit,
- d. provide the title of the cycle,
- e. provide the name of the activity,
- f. provide a space for instruction,
- g. put the back and next button at the bottom of the page,
- h. put the home button at the bottom of the page, and
- i. provide an exit or quit button at the bottom of the page.

## **B. Suggestions**

The researcher has some suggestions for the parties that are involved in this area.

### 1. For the science teachers

The science teachers should have their own initiation in studying English by themselves at home. They need to practise the language skills all the time in order to master English well. They need to open the interactive learning multimedia often.

### 2. For English teachers

The English teachers should also take a look at the interactive learning multimedia. With that, the English teachers can help the science teachers better if they are needed.

### 3. For materials developers

This model of interactive learning multimedia can be one of the models that can be considered in making interactive learning multimedia for science teachers or for teachers of other subjects. The model of the interactive learning multimedia can help them in studying English. In developing interactive learning multimedia, perhaps it is better to develop it on your own because if you ask someone else to develop it for you, they may have different perceptions with you. Therefore, materials developers or multimedia developers can develop more interactive learning multimedia for teachers to study English.

#### 4. For other researchers

The researcher understands that this research still needs much improvement. There are still many other research areas that are relevant to interactive learning multimedia development that can be done by other researchers.

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