

CHAPTER V

CONCLUSION AND RECOMMENDATION

This final chapter presents the conclusion of research's result, its limitation, and provides information for the further research on *ThinkQuest* as learning media.

5.1 CONCLUSION

This study was aimed at investigating the use of *ThinkQuest* as a learning medium. The purposes of this research were to find out the students' and the teachers' perception toward the use of *ThinkQuest* as a learning medium; and to find out the difficulties faced by the students and the teacher during the use of *ThinkQuest* in the teaching and learning process.

Data obtained indicates that this study confirms the findings from the previous research about the *ThinkQuest* from the students' and teacher's perception as *ThinkQuest* users (Smart and Cappel ,2006; Kilickaya and Trajka, 2010; Broekmann, 2002; Painter, 2001; SRI International, 2009; Muller, 2009; and Mioduser, *et al.*, 1999).

This study signified the students' and the teachers' perception about the use of *ThinkQuest* as a learning media. The argument was supported by the data from questionnaire and the interview, which indicates that *ThinkQuest* can be classified into one of the effective media in teaching and learning processes.

Moreover, students' learning skill such as students' learning motivation, students' creativity, students' communication and teamwork, students' ability in using technology, and students' cross cultural understanding, which is considered to be important things in terms of teaching and learning process, were explored during the use of *ThinkQuest*. As a result, the use of *ThinkQuest* can improve the students learning skill in order to support the effort of pursuing the learning goals.

However, there are two difficulties faced by the students, those are; (1) The difficulties from the aspect of Human Resources and (2) The difficulties from the aspect of tools and hardware. These difficulties are caused by the limited computer hardware and internet connection in the school, and the lack of understanding of using *ThinkQuest* which are experienced by the students and the teacher. The investigation has described that the difficulties were experienced because the lack of further information about *ThinkQuest*.

Regarding this, the teacher or the *ThinkQuest*'s instructor has to put more attention to train students and other teachers as *ThinkQuest*'s users so that *ThinkQuest* can be used appropriately.

5.2 RECOMMENDATION

Based on the result of the research, the writer proposes recommendation for the *ThinkQuest*-based learning activity. These include:

1. *ThinkQuest* could be probably more applicable if the supported media such as computer hardware and the internet connection is available. For that reason, the

school or the institution which would use *ThinkQuest* as its learning media, have to concerns about this point.

2. The use of *ThinkQuest* as a learning media would be more effective whenever the users know how to use it appropriately. Therefore, the further training which discusses the use of *ThinkQuest* is highly recommended. In addition, this training should involve students and teachers as its users.
3. Regarding the result of this research, further research about web-based learning media, in this case the use of *ThinkQuest*, is recommended in order to enrich the information that has been gained from this research.