

CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

A. Conclusions

Based on the result and discussion, it could be concluded that the impact of role playing with scenario design on students' creativity has given impact to students' from process and product of creative skill. Student can explore their creativity and shows positive impact through implementing role playing as process and creating scenario design as creative skills product. The impact can indicate from the result of creative skills and student response by questionnaire that proven student interest, and improvement their creativity.

Beside that the impact of role playing with scenario design can improve students' achievement in symbiosis concept that it can be noticed by processing the differences between pretest and posttest score. Based on the analysis result will conclude that there is significant differences score of pretest and posttest in learning symbiosis concept. The significant differences can be seen by calculate normalized gain which is 0,75 which included as high category. So there is significant impact of role playing with scenario design on student achievement in symbiosis concept.

The impact of student response towards the implementation of role playing with scenario design shows the positive response not only student who involve in role playing with scenario design but also student who evaluated or audiences that already saw role playing performance. This method can increase student interest, activeness, understanding, as well as student communication. Overall, the implementation role playing with scenario design indicated student already enjoy full in teaching learning process and also it can also trigger student to collaborate with their group.

B. Recommendations

There are some recommendation based on the finding of the research that has been conducted and the consideration that implementation is still need to

be improved. The recommendation and suggestion that necessary to be concluded by the researchers are:

1. Role Playing can be implemented as an alternative teaching method in other science concept in school.
2. Before designing the instrument to measure the creativity, the analysis of the indicator based on the expert has to be more specific so it can be appropriate to concept.
3. Consider about time management, since role playing need a lot of time and preparation before implementation
4. Students' in the class have different personality, they unique and also different characteristics so teacher need to become more specific to identify student characteristics
5. Try to make research instrument in detail explanation that avoid some data to become more specific in analysis.
6. Be patience during guide the student because student in junior high school still want to play during teaching learning process
7. Consider giving instruction, it should be guided student to understand about our instruction to avoid misconception about the concept.
8. It will be more completed if creative skills will measure not only impact but also comparing in each indicator.
9. This reseach can more completed if the method using 2 concept and 2 class as comparing
10. During implementation it more speasific and good data if observation using 2 video taking with good shooting.