

CHAPTER V

CONCLUSION AND RECOMMENDATION

1.1 Conclusion

Based on the result of the implementation of Digital Interactive Science Poster using Thinglink that has been conducted, from the hypothesis test, it is proven that H_1 is accepted, means that it significantly affects to students' concept mastery and creativity in learning about drugs. There are some other conclusions gained. First, the implementation of Digital Interactive Science Poster using Thinglink in Learning about drugs concept improves students' concept mastery. It can be noticed by n-gain of pre-test and post test score that is 0.47 which included as medium improvement category.

Second, the implementation of Digital Interactive Science Poster using Thinglink in Learning about drugs can be used to profile students' creativity through the product of Digital Interactive Science Poster. Students' creativity is assessed based on Revised CPSS rubric focuses on three dimensions which are novelty, resolution and elaboration and synthesis. Students' creativity on novelty dimension is 73% which categorized as enough, resolution dimension is 83% which categorized as good and elaboration and synthesis dimension is 74% which categorized as enough.

Third, digital interactive science poster using ThingLink in learning about drugs got good impression from the students. It is because digital interactive digital interactive science poster made learning interactive and students got opportunity to think creativity by making it. The students also state that digital interactive science poster really help them to understand more about drugs and they really enjoy learning using digital interactive science poster because it gave them positive experience.

1.2 Recommendation

Based on the findings of the research that has been conducted and concluded, there are several recommendations that can be used in future research. First, Digital

Interactive Science Poster using ThingLink can be implemented as an alternative in providing activities to increase students' concept mastery and creativity. The second recommendation is use simplest and interesting pre-design poster, so that the student excited to do the task. The third recommendation is the students can make the background of the poster by using digital tools, so that the students can got the new skills.

The next recommendation would be for teacher to hold several meetings to explain how to make the digital interactive science poster using ThingLink before the implementation of treatment to get better data and result. In the presentation session, teacher should make sure that the concept delivered by the students is correct and clear. The teacher also should stimulate the students to encourage all students to speak up.

The last recommendation is to investigate the application of digital interactive science poster using ThingLink in other subjects or variables to deepen our understanding on the effect of digital interactive science poster using ThingLink and we can know other factors that might influence the result of the experiment.