CHAPTER V

CONCLUSION AND RECOMMENDATION

5.1 Conclusion

Android learning application has been successfully created in accordance with a predetermined design. And has been tested by experts and users. The following is a complete explanation of the results of making android learning applications:

1. The application of android mobile learning can be made by developing it in several steps: content analysis, material source analysis, user analysis, software requirements analysis, hardware requirements analysis, design phase for making mobile learning applications consisting of learning materials, flowcharts, and storyboards .

2. The development stage of android mobile application which consists of building an interface and coding to create a mobile learning application. After that, it was evaluated by experts in three main aspects, namely content, language, and media. The revision was taken from expert advice, therefore the mobile learning application was evaluated by science teachers and junior high school students.

3. Based on the content experts' evaluation the average score of this mobile learning is 96 %, the language evaluation based on experts is 82.50%, and the media design (IT) is scored 87.93 % in average out of 88.81% range. The overall evaluation score indicates that this mobile learning application is very good.

4. Based on the science teachers' review, the mobile learning application percentage is 90.55% out of 100% which is very good. The impression of Junior High School students toward this mobile learning application based on questionnaire analysis is a gain score of 92.50% out of 100% which means very good.

5.2 Recommendation

There are some recommendations for a future study regarding to mobile learning application based on Arduino project development and its implementation to science teachers and Junior High School students as follow:

1. The material is not only limited to the earth's layer, which is the atmosphere and the geosphere, but for further research, more topics about the subject of science can be enriched especially for material in physics. Increasing more on activities or activities in applications with a more visible design that is still categorized as interactive multimedia must be considered to make students more enthusiastic and interested in learning.

2. Consider improving the sound quality of each display material so that it can be seen more clearly and well.

3. Consider that this learning application can be accessed not only on android but with other OSes such as IOS, and so on.

4. The language used for the entire application must be correct whether it is grammar, diction, pronunciation, and accent.

5. Consider adding games related to the material to evaluate the learning outcomes that students get from this learning application.

6. Improve the design in this learning application because this application is very likely to continue to be developed.