CHAPTER V
CONCLUSION AND RECOMMENDATION

5.1 Conclusion

After conducting this study, the conclusions that can be reached are the development of the game needed processes which choose the software, learning material content creation, storyboard creation, and game creation. The experts said that this game created was creative, new, original, and need some improvement in content and navigation error. The expert also said that CAI can help students and can be implemented at science class in junior high school to learn about mirror reflection. Gamification aspects that are being focused on this research were clear goals, content perception, and challenging environment. More than 70% of the students agreed and strongly agreed to the aspects assessed. The gamification aspects created students get the effects which are motivated, joy, convenient, addicted, gave mirror reflection perception, attracted, got interacted. More than half students got assessment score more than the average score from on all of the assessment.

5.2 Recommendation

There are some recommendations for a future study regarding the development of computer-assisted instruction by using gamification media and the implementation to science teachers and Junior High School. It is recommended if there are more experts involved in this research so the perspective can be broader and more profound. Second, it is recommended if there is an additional process which is trial to the experts before the application being launched to the real users. It is recommended if the material given is being analyzed with teacher or science expert. The last, it is recommended if all of the computers can be used to have more validators trying the game