

CHAPTER V

CONCLUSION AND RECOMMENDATIONS

5.1 Conclusion

After conducting this study, the conclusions from these researches can be reached are. First, all experts said that bloodventure game created was original, new, creative, and has the good visual for students to used. The expert also said that Bloodventure game using computer-assisted instruction by using gamification can be implemented at science class in junior high school to learn about human circulatory system topic. More than half student's success finishes the game and got assessment score more the average score from on all of the assessment. for gamification aspects created, which are effect to the students are motivated, joy, addicted, understanding improved, attracted, and interacted.

5.2 Recommendations

There are some recommendations for a future study regarding the development of blood games game as a computer-assisted instruction by using gamification media and the implementation of science teachers and junior high school students. First, the level of difficulty in the game must be adjusted to the ability of students in playing games and computers. Second, add the source to make the licensing for this game. Third, it would be better if navigation on the game is run with touch like games on Android. Fourth, the Expert judgment is better to use Aiken's V validation to get better result. Fifth, each indicator of the student questionnaire should have three questions. The last, it is recommended if the material given is being analyzed with a teacher or science expert.