

CHAPTER V

CONCLUSION, IMPLICATIONS AND RECOMMENDATIONS

5.1 Conclusion

According to the research question and finding the development of Android-based interactive multimedia to enhance critical thinking skills in learning matter that were conducted in Private School in Bandung Barat, there are some conclusions about this study as follows:

- 1) Android-based interactive multimedia can be created using Articulate Storyline 3 software and resulting HTML file. And then, the HTML file was converted into an Android application using web2apk builder.
- 2) Based on the result of experts' validation, the highest V index is learning content with 0.93, followed by multimedia with 0.87, the third-highest are interface and mechanical with 0.83, and the lowest are information structure and motivation with 0.8. The average V index of all indicators is 0.863. It indicates that the application was valid as very good and ready to be used.
- 3) Students gave a positive response to the application. Overall, 50% of students strongly agree and 39.23% agree about the quality of Android application and their experience during utilizing the Android application. It means that more than half of the students gave the positive respond toward the application
- 4) There is a significant difference on students' critical thinking skills in learning matter after implementing Android-based interactive multimedia. Based on the data analysis of pretest score and posttest score, it obtained the <g> score of 0.52. It can be considered as a medium improvement. The highest <g> score of critical thinking aspect is the explanation with 0.53, followed by interpretation with 0.53, inference 0.52, evaluation 0.40, and the lowest score is analysis with 0.39. Overall, all aspects are categorized as a medium improvement.

5.2 Implications

Based on the finding of the conducted research, this study produced learning media which can be used to enhance critical thinking skills in learning matter. The result showed that there is a significant difference of students' posttest scores after implementing Android-based interactive multimedia. It indicates that the implementation of Android-based interactive multimedia in learning matter can

help to enhance students' critical thinking skills. The learning media which developed by the author can be used by the teacher to train students' critical thinking skills in learning matter.

5.3 Recommendations

Based on the finding of the conducted research, there are some recommendations regarding the development of an Android application with critical thinking aspects for researchers and teachers who can develop and improve the educational environment. The recommendation elaborated as follow:

1) Another Researcher

For future study, it is preferable to create own multimedia to use in the application because some videos and few images are taken from the internet. The presentation design can be improved so that it will be more attractive. To interpret the microscopic object more realistically, it is preferable to provide games and animation with 3D dimensions. Uploading media to the internet is also recommended because students who do not have enough room on their devices will also can learn the content. It is preferable to upload the application to the app store so that it can be accessed by large a number of students. It is recommended to use a broader sample and more meetings to get the reliable result. Furthermore, this research can be used for the relevant research.

2) Teacher

The analysis of the implementation of Android-based interactive multimedia can be basic information to use interactive multimedia for online learning. The average score of students' critical thinking skills can be a consideration for the teacher to give the students with the question in the HOTS category, so the students will familiar with the questions like that. The school can maximize to use the digital learning media during learning process.