CHAPTER V
CONCLUSION, IMPLICATION, AND RECOMMENDATION

5.1 Conclusion

This research was conducted in an Indonesian school located abroad on 7th grade students. This research was used poor experimental design that is only used one class. According to the finding and results, it showed the development of students' creativity, writing skills, and concept mastery about global warming through digital comics. There are some conclusion that answered the research questions described as follows:

1) Based on the students' digital comics that were assessed using the creativity rubric, there is no significant difference on students' creativity with the digital comics. But, the average score of each comic from the pre-test and post-test had an improvement.

2) Students' writing skills result in learning global warming after making digital comics was showed that there is no significant difference on student's writing skills with digital comics. But, based on the pre-test and post-test, there is an improvement in the average score of each comic.

3) The digital comic on students' concept mastery in learning global warming according to the findings and results showed there is no significant difference. But then, the average score of pre-test and post-test had an improvement.

5.2 Implication

Based on the results and discussion on developing students' creativity, writing skills, and concept mastery, it was showed that:

1) The result of students' creativity based on creativity rubric indicators which are fluency, content, authenticity, design/detail, and elaboration was showed there is an improvement in elaboration indicator with medium interpretation. While in the other indicators there is no improvement with low interpretation.

2) Analysis based on a rubric for writing skills which has two scales namely narrative elements and linguistic aspects. In narrative elements,

there is an improvement in theme and background sub-scales with medium interpretation. Meanwhile, in linguistic aspects, there is no improvement with low interpretation.

3) There is an improvement of the students' concept mastery in the mean scores of pre-test and post-test, but with low interpretation in the average of N-gain score student, cognitive level, and sub-topic.

5.3 Recommendation

Several recommendations are beneficially used for further studies, students and teacher who can use and develop to the educational field as follows:

1) For the Students

Should be more appreciative of the time when collecting assignments and understand the meaning and benefits of learning science, especially on global warming, so that what is learned can be applied in everyday life.

2) For the Teacher

Based on the findings and results, it is recommended for the teacher to have a creative and unique learning process, be more selective in making lesson plans, and be more assertive at the time of collecting assignments to prepare learning media and do not stop developing the knowledge they already have.

3) For the Another Researcher

There are still many obstacles in conducting research on developing students' creativity, writing skills, and concept mastery by making digital comics as a medium of learning. Before giving the task of making digital comics, the researcher at least introduces examples of digital comics, so that students can make better comics. The preparedness of students to understand the learning and create digital comics as a medium of learning, as well as the intensity of meetings with students, is among them. Therefore, more study needs to be done to have strong results of the study and more effective. The experimental design was able to use

was limited in many ways, not least of which was the number of subjects it is very difficult to find statistically significant results with just a sample size of ten, so future research would be to try and increase the sample size.