CHAPTER V
CONCLUSION AND SUGGESTION

A. Conclusion

The results of this research and development are in the form of a video as a learning medium to support and add to learning media. Based on the results of research and development (R&D) carried out by researchers, it can be concluded that the procedure for developing video as a learning medium really supports differentiated learning media at SMK Negeri 5 Pontianak using the ADDIE model. The first stage is analysis through observation and interviews of activities based on student needs and the curriculum. The second stage is design through product design based on the material in the syllabus. The product designed is a video as a learning medium which is designed to be as interesting as possible using the Canva and KineMaster applications. The third stage, by validating development through design specifications for developing learning media products by validating material, validating language and validating media. The results of the validation of video learning materials revised based on experts show that learning videos are very suitable to be used and applied as learning media in schools. The fourth stage, implementation through teachers who implement media in learning for students to obtain the appropriateness of using media in the learning process. The fifth stage is evaluation, evaluation is the final stage of evaluating improvements to the ADDIE model at each stage of development with the aim of improving the quality of video as a learning medium on housekeeping material.

B. Suggestions

Based on the conclusions and research results that the researcher has described, the researcher provides several suggestions regarding the development of video as a learning medium as follows:

1. Teachers can use videos as a medium for learning houskeeping material in class
2. Students must increase awareness and interest in English, because this is a skill that must be possessed in the world of work
3. Future researchers should pay more attention to the choice of font size, images and additional animations because the right choice can make students remember better and have an interest in learning.