

## **CHAPTER V**

### **CONCLUSION AND RECOMMENDATION**

This chapter would discuss related with the conclusion and recommendation of this study. All of the objectives' outcomes would be presented in this chapter. The recommendation would be given to people for references, guiding material, and people would receive the benefits of this product, as they were the next relevant researchers, media developer, educators and the higher education students.

#### **5.1 Conclusion**

The background of the study is designing an interactive digital media to support higher education students encountered difficulties in speaking skill. Due to the competencies encountered nowadays, communication has recently emerged as an essential part of students' ability to communicate and interact with one another. Therefore, the demand of English as international communication spready to prepare students to face the professional world. Exploring communication skills would obtain beneficial impacts to express their thoughts through spoken way. Considering the obstacles encountered by the students practicing verbal communication, the way of providing a technology-based media was chosen due to digital communication being suitable to be employed. The goal of this study was to design an interactive digital media to support higher education students to enrich their English spoken communication skill. Which designed materials based on the consideration of the criteria that are appropriate with the students' needs to achieve the competencies related with the learning objectives. Due to the use of the digital media interactively, it was designed by providing some activities and appropriate tools to enrich their capabilities. As a result, it was necessary to design by selecting the appropriate instructional materials and media known as the ASSURE Model.

The issue relates to how interactive digital media is an appropriate learning tool which could assist the students in gaining knowledge and boosting their English skills. It would be seen by offering interactive activities, visual contents such videos, pictures, and games were supplied to establish the materials more enjoyable, interesting and motivated. Those would be a stimulus for them to convey their ideas, concepts through spoken skill by employing the digital media known as ECOM Application. These days, carrying out the interactive digital media has a significant role, not only to acquire knowledge but also supporting them to boost their capability and language learning on their own in the pandemic of covid-19 outbreak. It was needed to substitute for the traditional media and for teachers when distance learning is being implemented and in the outside classrooms.

Fundamentally, the advantages of this interactive digital media; it is appealing and freely available via smartphones owned by all the students, the execution of various assigned tasks which could encourage students to be more enthusiastic in learning, as well as improve learning outcomes and facilitate attempts to accomplish learning objectives. For this reason, it was supported by the students' opinion that interactive digital media could be influenced particularly in practicing English spoken communication skill. Consequently, utilizing the digital media in the learning environment as well as in the online learning is strongly suggested in this study. Taking everything into account, the interactive digital media is extremely beneficial and encourages higher education students to support acquiring the students' English spoken communication skill. As well as to support other English language skills in order to communicate confidently and appropriately. As a consequence, this media supports carrying out self-learning.

## **5.2 Recommendation**

Based on the findings of this study, the researcher would make some recommendations to an English lecturer, teacher, media developer, and future researchers. As stated, the following recommendations have been made:

- a. This study was recommended to the English lecturer, teacher, media developer to utilize the appropriate media which based on the students' need. It helped to make students enjoy and interest practicing English spoken communication skill.
- b. This study also strongly recommended for the next researcher who would carry out the similar research in English Language Teaching specifically design-based research. Although, this study suggested as a reference for the next semester which could be develop more and integrate with the cloud or online database.
- c. This study on designing an interactive digital media used i-spring to make the activities interactively. In the design and development process, the media should be well designed and could be installed both android and IOS operating systems.