

## **CHAPTER V**

### **CLOSING**

#### **5.1 Conclusion**

From the results of testing and analysis of the application entitled Lampung Language Learning Application for Elementary School Students using the ADDIE method, it can be concluded as follows:

- a. This research method uses the ADDIE method with analysis, design, development, implementation, and evaluation. This product development uses Unity software using the Java programming language. The result of this product is an Android application with the \*.apk format
- b. In developing the application using several animations and sound effects as well as language that is not too difficult so that it is easy for students to understand in its use.
- c. The Feasibility of Lampung Language Learning Applications for Elementary School Students using the ADDIE method has met the feasibility test using user assessments through questionnaires. User assessment of the Lampung Language Learning Application states that this media is feasible to use, with a test value of 100.0%. Where the assessment has the same or balanced weight, 50% of users strongly agree and 50% of other users agree that this learning media is in accordance with core competencies and basic competencies, coherent in the material, helps the learning process and can assist students in learning the Lampung language. stated that this media is easy to use and helps in learning the Lampung language.

#### **5.1. Future Recommendation**

Suggestions that the author can convey are as follows:

- a. This Lampung language learning application can be further developed by adding other animations to make it more interesting and adding learning menus or more learning materials.
- b. Further research is needed for this Lampung language learning application so that the application can be used not only on the Android operating system, but also on Windows Phone, and iOS.

