

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

The last chapter of this research is conclusion and suggestion. The conclusion is resulting of the data analysis during the research. And the researcher gives some suggestion for the next researcher who will discuss the same topic and some suggestion that can be improving the quality of teaching writing.

#### 5.1 Conclusion

The classroom action research (CAR) in SMK Satya Widya Surabaya was done in 2 cycles. In applying of AR, the teacher uses AR as a media to teach writing report text. The teacher gives a description of the report text by using AR as media and the students have a chance to make their AR both in a group and individual. Teacher roles as guide to give the instruction of making AR. One problem is that the students felt difficult in writing because the students could not get inspirations or ideas in making paragraphs. After the implementation of cycle 1, the students were enthusiastic in the learning process.

By applying Augmented Reality in teaching writing of report text, the students can understand how to write report text. Furthermore, there is an improvement of the students who can pass the passing grade. After conducting cycle 2, there is an improvement in students' score after applying AR as media learning and teaching. The mean score of students' writing ability was improved in a first cycle was 56.3 to 75.52. In first cycle 14 students who passed the passing grade and in cycle two 21 students passed the passing grade. On the first aspect intable mean score is content and the table on mean students is 14.05 become 18.07 on cycle 2. On the second aspect is Organization, the score of the average students is 14.76 and become 17.94 on cycle 2. In the third aspect is Grammar and sentence structure in the table average students is 14.32 and after used Augmented Reality as a media learning and teaching the average score of Grammar and

sentence structure became 17.85. And the last is format and mechanism on the table's first score of average students is 13.17 and after used Augmented Reality as a media learning and teaching the average value of format and mechanism is 17.79.

The implementation of AR can encourage the students in learning writing of report text. It has been proven by their response about the implementing of the augmented reality. They are very enthusiastic when teacher teaches by using AR as media of teaching and learning. The process of learning is very conducive because the students focus to pay attention to the explanations from the teacher.

## **5.2 Suggestions**

After observing and analyzing the data, the researcher would like to give the suggestion. This research used classroom action research (CAR) to analyze the data and may be the other researcher can analyze the using of AR as a media teaching and learning from the effectiveness for students achievement or analyze by using different research