

CHAPTER V

CLOSURE

In this part, writer gave the conclusion and suggestion about the result of study. The conclusion of the study is to answer the problems of the research. The suggestion are expected to make better improvement and motivation for students, teacher and writer related with teaching speaking using cartoon story maker.

A. Conclusion

Based on the calculation using One Way ANOVA and Post Hoc Test, the result showed:

First, there is significant effect on speaking score by using cartoon story maker of the class of speaking III of the State Islamic institute of Palangka Raya. It is shown that the result shows the significant value is lower than alpha ($0.03 \text{ lower} \leq 0.05$).

Second, there is significant effect of using cartoon story maker of the class of speaking III of the State Islamic institute of Palangka Raya on students' motivation. It was shown that the result showed the significant value is lower than alpha ($0.03 \text{ lower} \leq 0.05$).

Third, there is any significant effect between teaching speaking using cartoon story maker toward students' speaking score and motivation of the class of speaking III of the State Islamic institute of Palangka Raya. It is shown from the result of the data analysis shows that the significant value is higher than alpha ($0.924 \geq 0.05$).

Teaching by cartoon story maker improves the students' speaking ability, the cartoon story maker helps them to speak fluency and accuracy to describe something based on the topic. Cartoon story maker also help the students improved their pronunciation, because the cartoon story maker is available to record then sound and they can learn by mistake from sound recording and conversation. The level of students' speaking from poor becomes fair and good and also the motivation from level ACA becomes TCA.

Not only conversations but also stories that include an unlimited number of frames and are view frame by frame. Each frame can include images, text bubbles, and voice recordings. The stories can be saved on a computer as HTML page (web pages), and can easily viewed by others on any computer using a web browser such as internet explorer. Stories can be printed. Completed stories can also be loaded back into cartoon story maker and edited or added to. Furthermore by using this application the writer tries to help students to comprehend conversations and then practice it easily.

B. Suggestion

According to the conclusion of the research result, writer would like to propose some suggestions for the students, teachers and the writers as follow:

1. Students

The students should practice more how to speak accurately. If the teacher gives lesson using cartoon story maker, the students should remember what they will

do before speaking to gain idea and make the project. Besides that, cartoon story maker can increase their speaking motivation to learn English speaking.

2. Teacher

The writer recommended the English teacher to apply the cartoon story maker in teaching English speaking generally, and in increasing students' motivation especially. So it can help the students to be able to speak in English accurately, and make sure the students have laptop and LCD projector for making and showing the cartoon story maker. It is because the result of the study showed that the effect of cartoon story maker is effective on students' speaking score and motivation.

3. Future Writers

In this study, the writer realized that design of the study is very simple. There are still many weaknesses that could be seen. Therefore, for further writer; it is expected that the other writers can improve this study with better design and different object in order to support the result finding. In other word, the other writer can use this research as the reference for conducting their research.