CHAPTER 5

CLOSING

5.1 CONCLUSION

Based on the results of research and discussion regarding the application of interactive learning to introduce class X computers majoring in TKJ at SMKN 5 Samarinda, it can be concluded as follows:

Interactive learning media in computer introduction subjects for TKJ majors at SMKN 5 Samarinda has fulfilled the need to be a computer introduction learning medium, shown by the suitability between the needs of users of features that have been tested for completeness in aspects of Ease of navigation, Ease of Cognition, Media integration, Artistic, information presentation, and overall function. Interactive learning media for computer introduction uses the ADDIE Model with the stages of analysis, design, development, implementation, and evaluation.

The role of educational technology in developing quality learning that leads to using learning resources including teaching materials. The development of teaching materials needs to refer to the development model to ensure the quality of teaching materials in supporting the effectiveness of learning. One of the teaching materials development designs that are often used is the ADDIE model through 5 stages; Analysis, Design, Development, Implementation and Evaluation. In further development, the ADDIE model is often used in the development of teaching materials.

5.2 SUGGESTION

With this learning media, it is hoped that students will use it as learning material and learning media that can be used anywhere and anytime without being limited by space and time.

1. For student

   Students can use interactive learning media to introduce computers as teaching and learning activities and also as a means of independent learning.

2. For researchers

   It is hoped that the learning media can be further refined on the image, animation/video side, add new features that can attract students' interest in learning and deepen the content of the material contained in the learning media, so as to produce learning media with a better appearance with complete material. and perfect as well as increase the spirit of student learning.

3. For teachers

   The teacher uses interactive learning media in learning strategies for computer introduction. In addition, teachers should also participate in developing similar media so that learning facilities are more varied.

4. With this learning media, it is hoped that students will use it as learning material and learning media that can be used anywhere and anytime without being limited by space and time.