

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusion

Based on the results of the research and discussion regarding the effect of using Genially media on the English learning interest of eighth-grade students at MTsN 4 Kuantan Singingi, the following conclusions can be drawn.

The learning interest of students who participated in learning through the conventional method was lower than that of students who learned using Genially media. Based on the descriptive statistical analysis, the mean score of students' learning interest in the control class was 40.08, while the experimental class obtained a mean score of 53.88. These findings indicate that the use of Genially media was able to improve students' interest in learning English compared to conventional teaching methods.

The results of the hypothesis testing showed that there was a significant effect of using Genially media on the English learning interest of eighth-grade students at MTsN 4 Kuantan Singingi. This was evidenced by the results of the Independent Samples t-test, which produced a Sig. (2-tailed) value of 0.000, which was lower than the significance level of 0.05 ($0.000 < 0.05$). Therefore, H_0 was rejected and H_a was accepted, indicating that the use of Genially media had a significant effect on students' interest in learning English at MTsN 4 Kuantan Singingi.

Based on the analysis of the learning interest indicators, the feeling of pleasure indicator obtained the highest score. This finding indicates that the use of Genially media was able to create a more engaging and enjoyable learning

environment, making students more enthusiastic about participating in English learning activities. In contrast, the improvement in the student involvement indicator was not as strong as that of the other indicators. Therefore, Genially media is more highly recommended for enhancing students' feeling of pleasure in learning, but it is not recommended as the primary instructional media for increasing students' involvement.

B. Suggestion

Based on the results of the research that has been conducted, the researcher provides several suggestions as follows.

1. For Teacher

Teachers are encouraged to use Genially as an alternative learning medium in English teaching. Genially can make the learning process more enjoyable, interactive, and engaging for students. Teachers can use its interactive features and game-based activities to encourage students to pay attention, participate actively, and develop their interest in learning English

2. For Students

Students are expected to use Genially actively and participate in the learning activities provided by the teacher. By taking part in interactive activities and learning through Genially, students can become more interested and motivated to learn English. Students are also encouraged to be active and pay attention during the learning process to get better learning experiences.

3. For School

The school is expected to support the use of technology-based learning media, such as Genially, in English learning. The school can provide adequate facilities, internet access, and other necessary learning resources to support the use of interactive media. In addition, support from the school can encourage teachers to use innovative and technology-based media in the classroom.

4. For Future Researchers

Future researchers are encouraged to conduct similar research on the use of Genially in English learning with a larger sample and different educational levels. Future studies may also investigate other variables, such as students' motivation, participation, or learning outcomes. This can provide broader information about the effectiveness of Genially as an interactive learning medium in English education.

UIN IMAM BONJOL
PADANG

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