

CHAPTER V

CONCLUSION AND RECOMMENDATION

5.1. Conclusion

The author designed the application "SKUY-Sinau Kuy" with the background that the Javanese Krama Inggil language is rarely heard in the daily life of the people in Malang. The author also knows that many middle and high schools deliberately abolished Javanese lessons to aim for immigrant students from outside the city to attend lessons well. This is one of the factors that contributed to worsening the condition of the Javanese Krama Inggil language, which is currently becoming rare or required to be re-preserved.

Based on the author's survey on elementary school students, it was found that they have a preference for learning media, namely smartphones. Therefore, the authors decided to make a mobile application that aims as a medium for learning Javanese Krama Inggil. Based on the interviews with a UI / UX designer named Gabriel Mamites, the author also learned that applications could help children learn and improve their abilities in various fields, one of which is language. Gabriel also said that the application could help in improving cognitive abilities in children.

The final stage in this design is a user test carried out on several stakeholders/target users. After carrying out the beta test, the authors asked for opinions and responses from testers regarding the "SKUY-Sinau Kuy" application's performance. From the beta test, it can be concluded that the design of this application can be said to be successful in becoming a learning medium for

the Javanese Krama Inggil language for children aged 8-12 years. It is proven that the “SKUY-Sinau Kuy” application can help children better understand Javanese Krama Inggil after using it.

5.2. Recommendation

In the application design process, especially if the target user is children, several things need to be considered. The graphics or images in the application must be friendly to children, using rounded corners to appear safe. Apart from using the rounded corner, designing an application aimed at children should use bright colors to make it easier to attract their attention.

It is not recommended to have complicated navigation so that it is easier for children to understand. Use icons that many children encounter in their daily lives to make it easier for the target user to interpret. The author suggests that those interested in making an application with a target audience of children can start the design by researching their preferred color and style preferences. The entire contents of this report are the research results on children from Malang. There is a possibility that children from different domiciles may have different media preferences and styles from what the authors get in this final project.