CHAPTER V

CONCLUSIONS

5.1 Conclusion

This project targets middle school students in Samarinda and aims to improve their understanding of gerunds through an educational mobile website. To achieve this, the author applied the Design Thinking method, a user-centered approach that focuses on identifying specific user needs. Based on the data collection process, which involved both interviews and questionnaires, it was found that many students struggled to understand gerunds due the outdated format of traditional grammar resources, such as textbooks. This lack of engaging materials caused students to lose interest in learning. As a result, students became less motivated to learn, which affected their academic performance. The questionnaire results confirmed the students' desire for more interactive and visual-based learning materials. Most respondents expressed interest in grammar exercises that use illustrations, simplified explanations, and quizzes, which became the core of the Gerundify design strategy.

In response to these findings, the author proposed solution in the form of an interactive mobile website called Gerundify. The concept was shaped by student preferences revealed in the questionnaire and interview, where participants expressed interest in visual and interactive content. As a result, the website was designed with simplified explanations, clear examples, visual highlights, and gamified quizzes that allow users to learn by doing. The interactive features aim to make learning more intuitive and enjoyable while maintaining educational value.

Gerundify is a mobile website-based learning media designed to introduce the concept of gerunds through three levels of difficulty: easy, moderate, and hard. The levels are structured to gradually build students' understanding, allowing them to progress as they gain deeper knowledge of the material. After each level, a quiz is provided to help students learning process, followed by an optional evaluation feature that allows students to review and reflect on their answers. To

147

enhance the learning experience, each level is visually supported by a unique character and color scheme that represents the content and tone of that stage.

User testing was conducted through Alpha and Beta Tests to evaluate the effectiveness of the design. Feedback from these tests indicated a positive reception. Users appreciated the clean and colorful interface, the structure of the materials, and the interactive elements of the quiz. Participants also noted that these aspects of the website helped maintain their focus and made learning feel less like a formal lesson and more like a fun activity. Although a few suggestions for improvement were given, such as adjusting certain buttons for easier navigation, most feedback confirmed that the platform is a useful supplementary learning tool. According to this fact, the author concludes that this project successfully addresses the identified problems by offering a visually engaging and user-friendly learning media.

5.2 Suggestion

After completing the data collecting and designing process, the author would like to offer several suggestions based on the experiences.

1. Future Researchers

Hopefully, future researchers conducting a research with similar topic will explore ways to implement more interactive elements to the primary media. The author also hopes that the output can be expanded into a more immersive learning media. In conclusion, the author is looking forward in anticipation for the continued growth and development of linguistic learning media, with the hopes that these tools will contribute to fostering deeper understanding, and greater overall progress among students in the field of language learning. In addition, time management plays a critical role in the success of research and design projects. The author suggests that future researchers plan their schedules more carefully, especially during key phases such as data collection, prototyping, and testing. By managing time effectively, researchers can conduct deeper analysis, apply feedback more thoroughly, and produce more refined outcomes.

2. University

The author also hopes that the university will be able to provide better preparation and a more supportive system for the future. These improvements would help future researchers to carry out their work more effectively and complete their projects without time constraints. With the support, students will have the opportunity to focus not only on completing their written reports but also on developing products or solutions that are meaningful, practical, and beneficial. With hopes that this would encourage deeper engagement with the research process and result. Additionally, the author hopes that the references provided in the public library will be expanded in the future. Specifically, books about educational website and books about mobile website.