

CHAPTER V

CLOSURE

This chapter consists of two parts. The first part is about the conclusions from discussing the results of research findings that have been carried out by researchers. Then the second part is about suggestions proposed by researchers for the future from the findings of this research.

A. Conclusion

Based on data analysis from research findings on student learning experiences from the English Education Department of UIN Antasari Banjarmasin in the fifth semester of the 2022/2023 Academic Year through creating podcasts on public speaking classes, it can be concluded that:

There are four stages that students must follow in creating a podcast, such as Planning (Pre-production), Recording (Production), and Editing and Publishing (Post-production). Students encountered several obstacles, such as pronunciation errors and stuttering during the recording process and slow internet access during the process of publishing a podcast. There are two types of applications that students choose, namely Capcut and Anchor.fm. In addition, the learning experience through creating podcasts, students can achieve a lot, especially in their public speaking skills. meaningful experiences students get from each study through creating podcasts, because they can achieve a lot.

B. Suggestions

Considering the results of this study, the researcher suggests:

1. For lecturers, especially in the English Education Department, it is hoped that the podcast can be implemented in classes or other English language skills.
2. For students especially from the English Education Department, the assignment techniques given by the lecturer can be done properly so that they can be used to practice public speaking skills and other English language skills. In addition, it is also expected to be able to understand the relationship between the use of technology in learning.
3. For future researchers, it would be better if they studied the experience of various assignment techniques related to technology. Hence, with the research on various assignment techniques related to technology so that we can know and learn about the experience of its implementation.