

CHAPTER V

CLOSURE

In this last chapter the researcher presents the conclusion and suggestion based on the analysis done in the previous chapter. It covers the main points of the research and the researcher also provides some suggestions for readers who want to do research on a similar subject. This correlates with the title “Study of Cyber Experience-Based Learning With Virtual Reality Device For Foreign Language Learner At Vr Nihonggo Community On Language Exchange Japanese And English Online Class”

A. Conclusion

Based on the result of Study Of Cyber Experience-Based Learning With Virtual Reality Device For Foreign Language Learner At Vr Nihonggo Community On Language Exchange Japanese And English Online Class. It can be concluded that:

1. There were 5 activity that VR affected virtually on Experience-Oriented learning the activity turns into: Virtual Role Play, Virtual Field Study, Virtual Group Projects, Virtual Simulation, Virtual Game Based Learning
2. Cyber Experience based Learning fairly affect Language proficiency skill for example reading, vocabulary, public speaking.

B. Suggestions

From the result of research above, discussion, and conclusion which is discussed above, the researcher wants to give suggestion as follows:

1. For the University

For the university as facilitators VR might be valuable tool for simulation but, the cost of this device pretty high beside that it was less portable than mobile device like Smartphones and researcher not suggest to work with VR for distance learning. However, VR provides immersive experience when it applies for E-Learning because the way in engaging the students through 3D Avatar and Cyber-Physical interaction on virtual environments.

2. For the Instructor

For the Instructor VR might become good solution for gamification in distance learning because the virtual environment engagement on VR providing simulation based on the reality and game based (Lester, et al., 2023). However, Instructor might find VR tools can be very distractive when educating the learner because of the nature of game as playing but, the learners might be able to enjoy the study.

3. For the Next Researcher

For the next researcher, they could be able to conduct the similar issues according this study, with large number of participants and also large research setting places. The next researcher is expected to support this research with more theories and also find new theories to complete this research.