

## **CHAPTER V**

### **CLOSURE**

In this chapter, the researcher expresses conclusions and provides suggestions to the parties involved and other researchers who are interested in conducting further research in the same field. First, the researcher summarizes the conclusions from the results of the discussion described in the previous chapter. Next, the researcher considers the findings, discussion, and conclusions to formulate suggestions related to the implementation of Webtoon Comic in the educational context.

#### **A. Conclusion**

1. In the classroom teaching and learning process, vocabulary teaching using webtoon comics was conducted in two meetings consisting of three stages: pre-teaching, teaching, and post-teaching. In the pre-teaching stage, the teacher introduced the topic to be learned and the media to be used in the learning. The teacher also introduced digital comics relevant to the material and then explained the material to the students. Additionally, students were given homework to read the webtoon comics at home. In the final stage, the teacher used games to apply the vocabulary that had been learned. This provided a fun evaluation of students' abilities.

2. There are 6 teacher perceptions of the implementation of English webtoon comic in teaching vocabulary, which are: innovative learning, increase students' motivation, improve students' understanding, create fun and interesting learning, ease to overcome challenges, and ease to overcome difficulties.

## **B. Suggestions**

### **1. For English Teacher**

When observing the use of Webtoon Comics in teaching, the researcher found that the teacher only used one game; make a match, as a way of evaluating students. The researcher believes that teachers should have more game options to evaluate students' vocabulary skills, other than just using make a match. There are many other games that can be used, such as board games or pictorial games, which can provide variety and attractiveness in teaching vocabulary to students.

By having a variety of game options, teachers can create a more varied and interesting learning experience for students. This can help increase students' engagement in the learning process and make them more enthusiastic in learning vocabulary. Therefore, it is important for teachers to explore different types of games that fit the learning context and choose the most effective games to evaluate students' vocabulary comprehension.

## **2. Other Researcher**

Based on the findings of this study, there are many aspects that can be deepened related to this research topic, such as the improvement of students' vocabulary or the effectiveness of using webtoon comics in teaching vocabulary. Therefore, the researcher suggests that other researchers can conduct more in-depth research on webtoon comics, so that their findings can complement the findings that have not been covered in this study.

In addition, the researcher also hopes that through future studies, the popularity of webtoon comics can increase among teachers, especially English teachers. Thus, English teaching, especially in terms of vocabulary, can become more diverse and not monotonous. With more knowledge about the use of webtoon comics as a learning tool, teachers can develop innovative and interesting approaches to improve students' vocabulary learning. It is hoped that future studies can make valuable contributions in exploring the greater potential and benefits of using webtoon comics in English language learning.