

CHAPTER V

CONCLUSION

As finale, this chapter presented the point of the research. It discussed some items in particular consisting of the conclusion, limitations and pedagogical implications of the study, as well as recommendation for further studies.

5.1 Conclusion

Based on research findings on EFL Students Experience of Video Project Making in Teaching English for Young Learner Class, this study can conclude many things as the core of this research. Most students tend to have negative perceptions before making video project assignments and their perceptions change after working on the project assignment. This can be proven through the elaboration of the core themes that emerge in research findings in interpreting the results of data analysis.

The first theme is Students' Impression of Video Project Making which refers to the description of the initial impressions felt by students when given this project assignment. There are 2 impressions obtained, namely positive and negative impressions. It was concluded (a) developing creativity (b) negative thinking. The second theme of Students' Prepared materials of video project making refers to the process of finding and selecting story material to be used to create dialogues. It includes (a) brainstorming (b) group discussions (c) selecting stories (d) compiling dialogues (e) dividing roles. The third theme of Students'

Taking Video Project is the process of making video projects carried out by students. This includes (a) rehearsals (b) the process of taking videos (c) merging videos (d) editing. The fourth theme is Students' Benefits of Video Project making which refers to the benefits students get in making video projects. It was concluded (a) increasing creativity (b) self-confidence (c) practicing skills in acting (d) teamwork. The last theme is Students' Getting interest in Video project making which refers to students' interest in making video projects as a learning process to increase student knowledge. It was concluded (a) new experience (b) acting (c) can be expressive (d) animates the character.

5.2 Limitation

In this study, there are some limitations that need to be acknowledged. The limitations of the research scope, the findings reported only rely on the results of qualitative data analysis from student reflections. The study realizes that there are parts of the findings that need further verification through quantitative data measurement methodologies to increase the validity of the research. In this case, this study only interpreted the findings from what they say about the research question. This study did not perform significant testing to prove future impact. Thus, this is a research limitation that can be considered by future study.

5.3 Recommendation for Further Studies

The findings of this study indicate that students get many benefits in making this storytelling project assignment. However, there are several challenges faced by students, one of which is that this assignment was given during the COVID-19 pandemic, where the learning process at that time was running online

and this project assignment is a group assignment. In addition to this, there were some shocks faced by students, namely the many negative feelings that arose because this was the first-time students got this project assignment. For this reason, future studies can examine more deeply the results of participant data and can also increase the number of participants in order to obtain accurate and strong data.

5.4 Pedagogical Implication

The results of this study can contribute as a reference for lecturers and students who will collaborate online. This study explains the benefits and challenges faced by students while working on project assignments to make storytelling, especially when taking videos. Educators and students can minimize errors and deficiencies that occur in this project with the belief that the online collaboration that will be carried out can run better. In addition, it is also beneficial for EFL students to have digital literacy and digital skills in the near future.