CHAPTER V

CONCLUSION AND RECOMMENDATION

This chapter describes the summary of the research based on research findings in previous chapter. Besides, recommendation for further research and blended learning approach implementation in the future are also cover in the end of this chapter.

5.1. Conclusion

In this study is based on research finding and discussion on students' process in perceiving feedback in blended learning application, which is elaborated in the previous chapter, this study concludes that according to researcher's observation on students' perceiving feedback in blended learning application was comprehensively implemented in Academic Reading and Writing (ARW) class. This study found that the classroom activities were done in face-to-face activity by giving and receiving feedback and involve Google Classroom to support traditional activity for submitting the material, task and the instruction. Learning by using blended learning gives students and teacher benefit of gaining students' new experience, flexibility, and improving knowledge trough getting and receiving feedback intensively.

In addition, blended learning gives students' responsibility to achieve their knowledge with the reinforcement of the teachers, increasing their awareness in doing the tasks, giving new experiences from the ones they initially did not realize to know that. It was important for them to know and learn new knowledge that initially unexpected. Furthermore, blended learning also encourages students to be flexible in learning which they learn based on their learning style and fulfill the learning needs. It urges students to be responsible for their own learning and actively participate in learning process. Moreover, using blended learning in ARW classroom promotes interaction between student and the teacher not only limited by time, because the material has been uploading in GC so the students can accesses and learn it first in other places. Likewise, the teacher provides the material and flexibility time to do the assignment in online activity. It makes student felt flexible to learning access. In classroom the students just to discuss with the teacher and the teacher directly respond to give students feedback and suggestion.

Additionally, variety of classroom mode including face-to-face class and online class provides variety of classroom activities. This variety of classroom activities in both offline and online facilitates students with interesting, rich, flexibility and dynamic learning including analyzing, evaluating, and synthesizing. It can enhance students' ability especially in writing skill.

5.2. Recommendation

In general, recommendations provided in this research are divided into two parts. The first part is suggestion for improvement of blended learning implementation in the future while the second part is recommendation for further studies. For the improvements of blended learning implementation in ARW classroom in the future, the researcher would like to suggest the development on infrastructure including online learning infrastructure and classroom space environment. The use blended learning especially Google Classroom can be developed as communication tools such as for giving feedback, asking and answering question for discussion and replacement of traditional classroom. So, the feedback will be more flexible not only done in the classroom but also the students can connect with the teacher all the time with supported by online session. It makes Google Classroom can be used for interesting activity not only for uploading the task and the material. Furthermore, beside Google Classroom, the teacher should be able to find more appealing applications to facilitate especially online learning.

Finally, the researcher recommends that more studies are needed to combine learning with technology because in this era learning by using technology have been emphasized because its effectiveness in comparison with another instructional strategies. Besides, the researcher also suggest that study on how classroom space environment can support by blended learning implementation is also necessary since learning environment has significant role in learning process.