CHAPTER III

CONCLUSIONS AND SUGGESTIONS

3.1 Conclusions

Based on the description in Chapter 2, several conclusions can be made:

The application's materials have to be chosen based on the target's condition, such as:

a. The themes have to be chosen properly to match target's age, in this report, the target is children. For example, choosing a theme because of its familiarity to the children is a proper material for the application to match the target's age.
b. The things that have to be considered important while making the application are deciding the application's duration or sequences to give the target time to familiarize themselves with the given materials and to prevent boredom while playing the application.
c. A scoring system has to be created to reward the player in playing the application. The player's knowledge of given materials that they have learned while playing the application is reflected in the score, therefore, the player will be attracted to play the application repeatedly until they reach a desirable score. It may accidentally result in the improvement of the pronunciation.

3.2 Suggestions

Based on the conclusions, this report has some suggestions for future developments:

1. The next researchers are suggested to create an application that is more advanced with different purposes and different targets. For example, create an application that would help high school students in improving their skills in grammar.
2. The next researchers are suggested to do some detailed research that is related to the target as the reason before designing or creating an application. For example, to see how many high school students using their English grammar improperly would affect their progress in using English.
3. The next researchers are suggested to consult every action that will be taken when making the application with their assigned supervisor or book or references and more advanced computer application by using programming language on their job training.