

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the research and development conducted, it can be concluded that this study successfully developed an audio and sensory play based English learning medium in the form of the book *Mumu's Garden Adventure* for children aged 4–6 years. The product was developed using the Research and Development (R&D) method based on the Borg and Gall model, which includes the stages of research and data collection, planning, product draft development, expert validation, product revision, field implementation testing, as well as dissemination and implementation.

The book *Mumu's Garden Adventure* integrates audio via QR Codes and sensory play activities to support English vocabulary learning. The audio feature assists children in listening to English vocabulary pronunciation, while the sensory play activities provide a more interactive learning experience through various textures and exploratory activities.

Based on the results of the field implementation test involving 11 Karangturi Kindergarten teachers, the product achieved an average score of 3.19, placing it in the feasible category. These results demonstrate that the book *Mumu's Garden Adventure* is feasible for use as an audio- and sensory play-based English learning medium for young learners.

5.2 Recommendations

Based on the results of this study, the author offers the following recommendations:

1. For teachers: The book *Mumu's Garden Adventure* can be utilized as a supporting medium in young learners English learning, particularly for introducing basic vocabulary.
2. For parents: The book *Mumu's Garden Adventure* can be used as a home learning tool, with parental guidance during the use of the audio features and sensory play activities.
3. For future researchers: The product can be further developed by adding a wider variety of materials, sensory play activities, and more diverse audio features to make the learning experience even more engaging and interactive.