**Chapter Five**

**Conclusion and Suggestion**

This chapter contains the conclusion of the research. Moreover, this chapter also provides the suggestion for the next research. It summarizes the researcher's reason of conducting the research, the techniques of doing the research, and the results of the research. This chapter also includes the details of how the results answer the research questions. The explanation is described below.

**Conclusion**

This research is conducted because the researcher has interest in studying the topic of video making project. As a student in EED of UMY, the researcher has experienced doing this task. The researcher finds out that some experts believed that video making project gives benefits for the students. As stated by Aksel and Gürman-Kahraman (2014), video making project can gain students' creative thinking and teamwork skill. The researcher agrees that video making project has benefits, but in its making process the researcher herself finds some challenges which hindrance the process. Thus, the researcher wants to know the whole challenges experienced by the EED of UMY students in making video project and reveal their strategies to overcome them. This is the main reason of choosing this study.

Two research questions emerge regarding the title of this research. The researcher wants to find out the challenges in making video project. Furthermore, the researcher also wants to know the possible strategies which could be used to overcome the challenges. To answer these 2 research questions, the researcher obtains 2 different questionnaires. The first questionnaire is about the variable of challenges in making video project, and the second one is to get the strategies to overcome them. The questionnaires are distributed to batch 2015 students at EED of UMY through online chat in LINE application. All 119 students complete answering all questions in the questionnaire. The researcher gathers and analyzes the data through Ms. Excel and SPSS. The researcher divides the results into several categories.

The results show that there the EED of UMY students moderately or sometimes face challenges in the following categories: equipments (3.27); time (3.75); lighting (3.49); sound (3.91); filming place (3.09); fixed theme (3.24); and teamwork (3.48). Moreover, the EED of UMY students rarely face challenge in the following categories: cost (2.76); technological skill (2.97), and costumes (2.87). From all the challenges mentioned in this study, the EED of UMY students face challenge in minimizing the unwanted sound in the filming place the most. It is proved with its mean score, 3.91.

In order to overcome the challenges in making video project, the EED of UMY students frequently use the following strategies: helping each other (4.07) and taking shoots for several times (4.05). Furthermore, the EED of UMY students moderately or sometimes use the following strategies: distributing the

jobs within group members (3.89); discussing with group members (3.95); practicing with group members (3.67); taking shoots in the morning (3.07); choosing and mix-match the costumes (3.70); and giving subtitles in the video (3.29). There is a strategy which is rarely used by the EED of UMY students which is asking teacher and external support (2.93). Lastly, the EED of UMY students never use the following strategies: bringing lighting equipments (1.76) and using external microphone (1.82). Thus, the EED of UMY students help each other the most to overcome the challenges in making video project.

In conclusion, the research questions are all answered. The challenges in making video project are proved to happen at EED of UMY. Some of the strategies mentioned in the questionnaire are also reported to be used by EED of UMY students. However, there are 2 strategies which are never used by the EED of UMY students which are bringing lighting equipments and using external microphone. Moreover, the results of open-ended questions answered by the respondents give more details of the challenges and strategies in making video project. Hence, the two research questions are answered.

**Suggestion**

The suggestion proposed by the researcher are for the institution, curriculum designer, teacher, students, and also other researchers who eager in doing research in the same topic.

**Institution.** This research can be used as a consideration for the institution to decide whether or not video making project is used as one of tasks to assess

students. In the researcher's point of view, the students' video project can still be applied since this task gives benefits for the students. Students' video project can train team work skill and improve creativity. About the challenges that might appear in its making process, the students can overcome them by applying the strategies mentioned in this study. However, reflecting on the challenges which might hindrance the video making process, the institution can provide tools to help students in making video project.

**Curriculum designer.** For curriculum designer, this research provides the challenges and strategies in making video project. Thus, the curriculum designer may design an additional class or meeting for the students to learn about editing videos, using cameras and other equipments as one of possible strategies to help students to minimize the challenges in making video project. In addition, the curriculum designer can think carefully about the division of time for making this project.

**Teachers.** A teacher is a person who acts as captain in the classroom. He leads how the class and lesson will be conducted. As the person who is responsible to the class, the teacher can think about the topics of video making project which will be given to the students. Giving his spare time to help the students will also helpful for them in finishing the task. The teacher can give feedback for the students in interpreting the themes given to them and help them in developing ideas.

**Students.** As for the students, this research explains the challenges which might appear in video making process. This can be useful for them. In the future,

when they have to make video project task they can take a look at this research. They can anticipate the challenges. Moreover, they can choose the strategies which are appropriate to solve the challenges they face.

      **Other researchers.** This research is conducted only in a small area which is at EED of UMY and is also under one research design which is quantitative design. The next researcher who has interest in doing a research in the same topic can broaden the area of the study. Furthermore, it is possible for the next researchers to conduct a study in different research design using another technique to get deeper data. The next research might enrich the research in the topic of video making project. Moreover, the next researcher might probably find challenges and strategies about language aspects and contexts, since this research has already found the technical challenges and strategies in video project making.