

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### 5.1 Conclusion

This chapter draws conclusions and makes recommendations based on the findings. This research uses three methods in data collection, namely the observation method to find out the teaching and learning process in the classroom when using Google docs and collaborative writing activities. The second method is an interview aimed at three students who are representatives of each group, and the last is the student reflection method made with Google forms and distributed to all students in grade ten. The researcher made the student reflection to find out the whole learning experience of students and evaluate the learning that has been done so that the next learning can be improved.

According to the findings of this study, the teaching and learning process utilizing Google Docs and collaborative writing activities is fairly good, because students are adept enough in using Google Docs to compose narrative texts, and students can also cooperate with fellow members. They share ideas, tasks, and assist one another when their members face difficulties. According to data from interviews and student reflections, all students were highly enthusiastic about digital learning in conjunction with this collaborative project. Students also stated that they had fun, engaging, and exciting experiences composing narrative text this time. The pupils also agreed that Google Docs was an application that made it easier for them to generate a text and that it was used for all writing materials.

The study discovered that the students' evaluations were solely on how the teacher taught, which simply required a few icebreaker exercises, games, or the like to make the students more engaged and the learning process less rigorous. In this situation, it is possible to infer that the study titled Students' Experience Using

Google Docs for Collaborative Activity was a success. Because students have given it positive comments.

## **5.2 Suggestion**

As for the notes obtained after conducting this research, namely, For learning in this day and age, technology plays a significant part in making teaching and learning easier and more effective. In this case, the researcher wants pupils to use technology not just for gaming or social networking, but also to meet their future learning needs.