CHAPTER V
CONCLUSIONS AND RECOMMENDATIONS

5.1   Conclusions

Based on the research carried out by the author on the topic "Designing Learning Media for Bataknese Cuisine Using Multimedia Development Life Cycle (MDLC) Method" can be concluded as follows:

1. The Issues that form basis of this research is the lack of introduction and understanding about Bataknese Cuisine.

2. The research can be done using Multimedia Development Life Cycle (MDLC) method which consists of 6 stages namely Concept, Design, Material Collecting, Assembly, Testing, Distribution Stage.

3. By using Adobe Premiere CS6, the assets were edited and then inserted into the application by using Unity.

4. The result of the study is Bataknese Cuisine learning application that was built with Unity Game Engine into Windows platform. It showed that the design had been prepared in accordance to the author's plan.

5. This learning media design can introduce and explain Bataknese Cuisine to the public.

5.2   Recommendations

In the making of this learning application, limitations are unavoidable and that became recommendations for the next research. Some advices that can be given are:

1. Make another varieties of cuisine from different places.

2. The next design can be developed into Augmented Reality (AR) or Virtual Reality (VR).