

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

From the explanation in the previous chapters, the writer concluded that there were several steps in writing a script for audio storytelling of Three Gods; Founders of the Universe of Besemah. In developing the script, the writer used Research and Development process and followed the steps of audio script writing by Danu (2013). The writer did the steps starting from; (1) formulate the idea, (2) research, (3) writing outline, (4) writing synopsis, (5) writing treatment, (6) writing first draft. The next stage was model development, which consisted of review and revise. The last stage was final testing which was not done by the writer due to the lack of the time, knowledge, and also skills. As the result the writer considered the revision from wider testing as the final product of this final report. Moreover, the writer also concludes that this product of final report which was the audio storytelling script can be used as the basic idea to make audio storytelling which expected as the media to preserve and promote folklore the Three Gods; Founders of the Universe of Besemah.

5.2 Suggestion

The writer suggests for government to pay more attention in folklore in Indonesia because folklore is a part of the culture that should be preserve. Furthermore, the writer suggest that the government of South Sumatra in terms of cultural and education to tell and spread the folklore especially the unpopular one like the story of Three Gods; Founders of the Universe of Besemah from Pagaralam city more often at every chance and opportunity. Besides, the writer also would like to suggest the government to use different media other than using books to preserve and promote the folklore. Last, the writer suggests for people who want to make an audio story programs related to the folklore to still focus on the storyline and the narration of the program, because the audio program just rely on the audio, so the storyline and the narration should be clear and easily to understand.