CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion and the suggestion of designing a novella script entitled "Knock the Clock".

5.1 Conclusion

In the process of designing the script for the novella, the writer used the research and methodology of Sukmadinata (2005). The steps are Preliminary Study: literature study, observation, documentation, and interviews about the novella, also compiled a draft product of novella. Next, Product Development: limited field testing and wider field testing in the process of product development giving the product draft to the experts the author with an English background, book editor, graphic designers, and people from writing communities to correct some errors in the script. Then, Final Products and Dissemination: the writer published a novella through Wattpad with the dissemination of this study. Those steps in Research & Development methodology of Sukmadinata (2005) are very helpful in process designing the novella. However, there is a difficulty when about to observing the novella sold in the market, due to the distribution of novella is not comprehensive in all regions of Indonesia and is only concentrated in big cities on Java Island, then the writer bought the novella through online bookstore, so it takes longer in the observation process.

5.2 Suggestion

The writer suggest that readers of this report do this to one of the references to develop new ideas as they write on their final report about designing the novella script. The writer is also suggesting that readers of the novella can increase their abilities, ideas, and skills to enhance their creativity when creating their own products. Regarding the difficulty found when observing the novella, the author suggests buying a novella from the nearest city so it does not take more time. Then, one more suggestion, read fiction book a lot it really helpful to increase new idea.