

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

In this chapter, the writer presented about conclusion and suggestion of the research with the title of “Designing a Short Story Entitled “A Day in Balaputera Dewa Museum” to Introduce Historical Objects in Palembang”.

#### **5.1. Conclusion**

There were five steps of designing the short story of “A Day in Balaputra Dewa Museum”. The first step was reading some journals about short story and historical objects. The second step was doing observation in Balaputra Dewa Museum. The third step was writing a draft of short story. The fourth step was doing limited testing and wider testing. In limited testing, there were two experts. The experts gave correction about the language and content of the short story. In wider testing, the revised model draft was checked by two experts. The experts gave correction about the language and the short story. After the second draft revised, the writer gave the short story to the target of the product. They were five random people who like reading a short story with age ranges between 19-22 years old. The last step was considering the revision of wider testing as the final product.

#### **5.2. Suggestion**

Based on the research of writing a short story entitled “A Day in Balaputra Dewa Museum” to introduce historical objects in Palembang that has been done, the writer would like to give some suggestions as follows:

1. The future researchers could use the Research and Development methodology by Sukmadinata (2007) to create more products in a simpler way.
2. The future researchers could make more short stories about historical objects because it would help people to learn about historical objects without feeling bored because of the various interesting content of the short stories.

3. There will be a short story writing competition held by English Department which aimed to introduce historical objects in Palembang.