# CHAPTER V

## CONCLUSION AND SUGGESTIONS

This chapter contains the conclusions and suggestions of this research. The conclusions are based on the research problem, and suggestions are addressed to several parties who have mentioned the research significance in Chapter 1.

### 5.1 Conclusions

Based on the results of this research, the author concludes the answers to the research problem as follows:

1. Students' perceptions of the transition from online to offline learning. Both methods received positive and negative responses from students, influenced by various factors. The most dominant factor is external factors that disrupt their learning process, such as the environment and technological limitations (signal). However, students believe that they need to adapt to the changes in learning methods, which may be challenging but will eventually become familiar.

2. Student-choice learning methods that are considered to meet future learning needs. Based on the findings presented in Chapter 4, it can be concluded that blended learning, which combines offline and online features, can be considered according to students' needs. By combining technology in the real class, it is considered to create a more interactive environment.

**5.2 Suggestions**

After presenting the findings and drawing conclusions, many suggestions could be taken into consideration for EFL students, lectures, institutions, and also future researchers as follows;

1. For EFL students

As time goes by, there will always be changes in many things, including learning systems. As students, it is suggested to be prepared for any changes and also be ready to adapt. Indeed, it might be challenging, especially for EFL (English as a Foreign Language) students. However, regardless of the learning systems established by the government or institutions, there are always advantages and disadvantages. Students need to be continuously motivating themself, be adaptable, and find ways to make learning more comfortable and enjoyable. It could help them complete their higher education.

2. For lectures and institutions

First, for English language lectures, it is recommended to be more creative in fostering active class. To create interactive classroom activities, it becomes more engaging to add activities that use technology for example online quizzes and other online games. Second, for institutions, it is a must to follow government regulations. However, it would be better to consider the smoothness of students' learning process and also the lectures' teaching process.

3. For future researcher

    This research is not perfect and might have limitations and gaps. Through those imperfections, the writer hopes that future researchers could take advantage and insight for better research.