

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

The conclusion follows the objectives of the research proposed in Chapter I. Based on the research findings and discussion the conclusion can be drawn as follows :

1. Teaching English vocabulary mastery using the Crossword Puzzle Game is effective on vocabulary mastery in the tenth grade of Senior High School State 3 Metro. The average vocabulary mastery score in the experimental group was higher than the control group ($2.108 > 1.418$). This means that teaching vocabulary using the Crossword Puzzle Game has a significant effect on improving students' vocabulary mastery.
2. There is a significant difference in the use of the Crossword Puzzle Game in vocabulary mastery. This is evidenced by the results of data analysis which shows that the t value obtained (3.483) is higher than the t table (2.01) at a significance level of 0.01 less than 0.05. Therefore, it can be said that teaching English vocabulary mastery using the Crossword Puzzle is more effective than without using the Crossword Puzzle Game.

B. Suggestion

Based on the conclusion, the researcher would like to propose some suggestions that will be useful for English teachers, students and other researchers.

1. English teacher

The researcher suggests English teachers to use the Crossword Puzzle Game in teaching vocabulary mastery, so that the students are enthusiastic and not bored.

2. The students

Students have to practice a lot in learning English, especially in vocabulary mastery in a text. When they don't practice a lot, they won't master vocabulary mastery and other skills like reading, speaking, listening and writing. By using the Crossword Puzzle Game, students are expected to be more motivated and get good grades in English lessons.

3. Researchers from other perspectives

The researcher realizes that the results of this study are still far from perfect. Therefore, she expects other researchers to conduct further research so that they can find other research findings related to this issue. The researcher hopes that other researchers can develop this research to be better.

This strategy actually can be used for other non-fiction materials such as report text, science, social science and many else. Hopefully the researcher can do further research for another material and Crossword Puzzle Game becomes noticeable technique for teaching.

For Crossword Puzzle Game can be applied to various types of text. This study can enrich literature and be alternative suggestion to do further research.