CHAPER V

CONCLUSION AND SUGGESTIONS

A.   Conclusion

After obtaining the data, the researcher calculated the data. First, the researcher got the pre-test result of mean score of control group which was lower than experimental group (46.20 > 39.60). In post-test. the mean score of control group was found to be also lower than experimental group (72.20 > 58.40). From the data, the researcher concluded that there was an effectiveness in using tongue twister to improve students' speaking ability at MA Muhammadiyah Purbolinggo.

Last but not least, the researcher concludes that tongue twister game is efficient in students' pronunciation skills based on the research findings and discussion. From the t-test calculation, it can be seen that the significance level 0,05, $t_{observed}$ (7.627) is higher than t_{table} (2,024). Therefore, the Alternative Hypothesis or H_a is accepted which means there is significant effect of Tongue Twister on speaking skill of students, and it can be concluded that the research question has been answered.

B.   Suggestions

Based on the result of the study, the researcher would like to give some suggestions as follow :

1.   Teacher

As an English teacher in particular, they should be able to find out about creative and existing techniques that are similar to the students. The researcher has discovered that one of the successful techniques can be the tongue twister game. Therefore, when teaching pronunciation in class, the researcher recommends English teachers to pursue this technique.

2.   Students

For students, enhancing their pronunciation skill is suggested. They will be more active, fun, and enjoying the process of teaching and learning in the classroom by applying this technique.

3.   Other researcher

For other researchers who are interested in the same area, they may try to apply tongue twister game across different genres to different levels of learners to prove the impact of tongue twister game on students pronunciation skills.