CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

According to the research findings and discussion in chapter IV, using Educaplay can to be an effective tool for improving students' vocabulary mastery. The results showed that the experimental class is higher average increase than the control class. In experimental class the average of pre-test is 44.00 and the average of post-test is 64.00 by average different is 20.00. Meanwhile in control class the average of pre-test is 39.88 and the average of post-test is 55.75 by average different is 15.88. it can be concluded that the average different in experimental class is greater than average different in control class (20.00 > 15.88).

The result of first hypothesis testing by using SPSS, significant (Sig.) value is <0.001. Significant (Sig.) value is smaller than the error level 0.05 or 5% (<0.001 < 0.05). The result of hypothesis test, Ha is accepted. It means that there is an influences from Educaplay on students' vocabulary mastery in eleventh grade at SMK Muhammadiyah 1 Metro.

The result of second hypothesis testing by using SPSS, significant value (2tailed) is 0.045 and 0.045 are lower than error level (5% or 0.05). It means that the significant value is smaller than 0.05 (sig < 0.05). The result of hypothesis test, Ha is accepted. It means that there is an significant influence of using Educaplay on students' vocabulary mastery in eleventh grade at SMK Muhammadiyah 1 Metro.

The final point, it can be conluded that the Educaplay platform has an influence and significant influence toward students' vocabulary mastery in eleventh grade of TJKT students at SMK Muhammadiyah 1 Metro.

B. Suggestions
1. for the teacher

Teachers can use Educaplay platform as a media for teaching vocabulary to their students, because the use of Educaplay can significantly increase students' vocabulary mastery.

2. for the students

Students that use Educaplay gain experience in language acquisition that is not boring. It is also desired that students will add new words with greater enthusiasm and activity. Additionally, because Educaplay may be accessed anywhere and at any time, students who use it can develop become autonomous vocabulary learners.

3. for other researchers

For the future researcher, the researcher wrote this an undergraduate thesis aware that this undergraduate thesis far from perfect. The researcher hope that this research will help the future researcher conduct resemblant research, particularly when using Educaplay platform to teach vocabulary. This research can gave more information about the use of Educalay platform toward vocabulary mastery. In addition, for the future research can use this finding as reference when conducting future research. And the future researcher can use the result of this research as a reference to conduct the similar research with different variables.