

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

#### **A. Conclusion**

The researcher computed the data after acquiring it. Initially, the researcher obtained the control group's pre-test mean score, which was lower than that of the experimental group (59,46 > 58,54). In the post-test, it was discovered that the control group's mean score (71,79 > 59,46) was likewise lower than the experimental group's. Based on the data, the researcher came to the conclusion that there was an effectiveness by employing Taboo Game to help enhancing the speaking ability of Yos Sudarso High School students.

Moreover, the researcher finds that the taboo game is effective in terms of students' speaking abilities based on the conversation and study findings. As can be seen from the t-test computation, . Sig. (2-tailed) 0.00 < 0.05. As a result,  $H_a$ , or the Alternative Hypothesis, is accepted. It indicates taboo game has a significant difference when applied to the students' speaking ability. Finally, it can be verified that the research question has been addressed.

#### **B. Suggestion**

According to the result findings, there are some suggestions from the researcher as follows:

1. Teacher

As a teacher, they have to be creative and innovative in conducting an engaging method in the classroom which will give a convenient ambience. In this case, the researcher suggest taboo game to be implemented at school, especially in speaking class that has been verified effectice in helping the English speaking ability.

2. Students

For students, mastering a lot of vocabulary will be very helpful because it will give a very great impact on your speaking ability. Because the students will easily construct many of sentences especially when playing this game.

3. Other Researchers

For other researcher who interest in conducting the same research. They could analyze first which are some cards consist of strange and difficult words and eliminate it to avoid the students confusion. They could also use a paid website to play this kind of game and eliminate a card or make your own cards by adjusting the students' abiiities.