

## CHAPTER V CONCLUSION AND SUGGESTION

### A. Conclusion

The conclusion follows the objectives of the research proposed in Chapter

1. Based on the research findings and discussion the conclusion can be drawn as follows:

1. There is an effect of teaching English vocabulary mastery using the Fly Swatter Game on vocabulary mastery in class XI SMA NEGERI 2 Metro. The average vocabulary mastery score for the control class was higher than the experimental group ( $76.94 > 77.29$ ). This means that teaching vocabulary using this game has an effect but not significant influence on students' vocabulary mastery.
2. There is a significant difference in the use of the Fly Swatter Game in vocabulary mastery. This is proven by the results of data analysis which shows the calculated t value obtained (1.420) is lower than the t table (2.000) at a significance level of ( $0.165 > 0.05$ ). Therefore, it can be said that teaching English vocabulary mastery using the Fly Swatter Game is effective but not significant.

The reasons why this research is effective but not significant include:

- a. Students underestimate the games used as learning media.
- b. Because using Cluster Random Sampling, the researcher does not know the level of all class XI and indeed there are no superior classes.
- c. The games used are not suitable for children at high school level.
- d. It turns out that the control class was more active during conventional learning and easier to understand.
- e. When implementing games as a learning medium in the classroom, not all students are enthusiastic about games.

## **B. Suggestion**

Based on the above conclusion, it was suggested:

### 1. For The English teachers

Teachers must have creativity in building student enthusiasm and good performance in implementing appropriate teaching games and can help liven up the class atmosphere so that learning is not boring. The use of good and relevant games in teaching vocabulary can change students' psychological conditions, besides that students can also be motivated and will receive effective teaching for students. However, to provide interesting games it must also be appropriate to the level of the students.

### 2. For The Students

This fly swatter game can help students use new learning media in learning vocabulary mastery so that students don't get bored while studying and will be more motivated to learn better. However, it is hoped that students will understand the meaning of the game so that lessons can be learned.

### 3. For Future Researcher

The researcher is well aware that this thesis is still far from perfect. It is hoped that this research can add new knowledge, especially regarding the influence of using the Fly Swatter game on vocabulary mastery and can provide motivation and information for those who want to conduct similar research. The next suggestion for future researchers is to use these findings as a reference and process them into more sophisticated games by utilizing current technology with the same games or even creating better games that can of course support learning.