

CHAPTER V

CONCLUSION AND SUGGESTION

A. CONCLUSION

Based on the investigation and discussion in chapter IV, it was concluded:

There is significant influence of using building word game towards students' vocabulary mastery at Accountancy Class of Muhammadiyah University of Metro in academic year 2016/2017. The mean score of the vocabulary mastery in the experimental is higher than that of in the control group ($73.76 > 65.73$). It is also proved by the t-test measurement obtained is (24.858) which is higher than that of *t* table (2.028) at α : 5% and the probability is 0.00. It means that teaching vocabulary using building word game gives a significant influence In increasing students' vocabulary mastery.

B. SUGGESTION

Based on the above conclusion, it was suggested:

a. For Teachers

The teacher must have creativity and must be good performance at applying the right method of teaching. Using good and relevant media in teaching vocabulary can change psychological condition of students. The fun of English vocabulary games can help students build their English language vocabulary skills. In addition, the monotonous saturation and situation that we get, which in the end we will not be able to get maximum results.

b. For students

Word wall media is one of media used to teach vocabulary. The students will surely be interested in teaching and learning process because they feel enjoy their study. Students can practice to form other words from the given clues, match words with definition, provide spelling practice. Connections between vocabulary words make the process of building vocabulary skills faster and more efficient.

c. For future researchers

For other future researchers, conducting more comprehensive study is necessary for the sake of developing an effective teaching strategy to teach English vocabulary.