

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This last chapter mainly presents the conclusion and the suggestion of this thesis. The analysis in the previous chapter are concluded and finally the researcher will attempt to suggest some important matter concerning to the discussion of this thesis. These suggestion are considered to be important for everyone especially teacher or other researcher who is going to conduct the research in the same field.

#### **A. Conclusion**

Based on the result of the observation and discussion in chapter IV, it can be concluded:

1. “Slap the Word” game gives positive influence on students’ vocabulary mastery.

“Slap the Word” game gives positive influence on students’ vocabulary mastery. It is evidenced by the result of statistical computation (independent t-test) which revealed that t-value (2,6) is higher than t-table. In conclusion, students who learn vocabulary by using “Slap the Word” game are better than students who are learn vocabulary without this game. It concludes that this game is a good strategy to make the learning attractive and

enjoyable in teaching learning process especially in teaching vocabulary. Learning vocabulary through this game is effective to make the students keep their motivation to learn new language. From its advantageous, it makes easy meningkat students to understand the material.

## 2. Students' response related to the application of "Slap the Word" game.

Based on the researcher's research, the researcher states that most of them often get difficulty to develop vocabulary with traditional method. They give positive response to the questions related to the application of "Slap the Word" game as a strategy in learning vocabulary. This case is proved from the result of questionnaire which is reinforced by interviewing some students. They stated that this game keeps their motivation to active in class. Their engagement helps them to master their vocabulary knowledge.

## **B. Suggestion**

After observing and analyzing the data, the researcher would like to give the suggestion for the teacher and the students. It is expected that it will give benefits for the teaching learning method in the future especially in teaching vocabulary.

1. The teacher should use another strategy especially games in teaching process. Not only gives the translation to teach vocabulary. Based on the result of this research, "Slap the Word" game can be used as an alternative

way to teach vocabulary. While playing the game, they can focus on the material. In another side, this game relies on speed, if the students careless when doing this game, they will fall down when running or crashing their friend.

2. The students shouldn't be afraid in making mistakes when they are learning English. It is because their mistake will be an experiment not to repeat the same mistake. Through "Slap the Word" game, students can learn new vocabulary while playing game that can keep their motivation in learning.