

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

After discussing the result conducts from data analysis, we can conclude several matters relate to the agreement of criteria good of good vocabulary software, procedure of development memory game maker, and students' response to the product, as follow.

1. Criteria of good vocabulary software exercise.
2. From the result Procedure of developing memory game maker, the researcher creates steps in developing the product, those are:
 - a. Selecting good software exercise, memory game maker is chosen by the researcher as one of good software exercise based on criteria good software exercise.
 - b. The researcher determines material as example of vocabulary exercise by creating vocabulary exercise refer to the course book that is used by students.
 - c. The product is tested to know the students' response and to revise the product.
3. By testing the product, the researcher results students response to the product. 52% of students recognize that the product helps them in learning vocabulary. 55,9% of students are really agree that technology is applied in learning process. 67,65% of students recognize that the product is needed in learning vocabulary. 55,88% of students stated does not need the cost in using this software. The product can be used continuously based on 61,76% of students' response. 44,12 % of students are very satisfied to the feedback and error message. The product is very easy to be used, it is

recognize that the product is needed in learning vocabulary. 55,88% of students stated does not need the cost in using this software. The product can be used continuously based on 61,76% of students' response. 44,12 % of students are very satisfied to the feedback and error message. The product is very easy to be used, it is based on 55,89% of students' response. The product is also easy to be understood and learned based on 58,82% of students' response. 58,82% of students recognize that it can be used in different windows version. The product also can be operated in off line based on 61,76% of students' response.

Based on the total of students' and teachers' answer, the researcher concludes. 32% of students say that the product is very good, 54% of students are agree that the product is good, 13% of students give response that the product is not good, and only 1% of students say that the product is not very good. So it can be concluded that the software is suitable and feasible to be applied in learning vocabulary, during testing the product students are very active to do all the exercises. They are very interested in learning vocabulary because vocabulary exercise software is applied in their activity.

B. Suggestion

Based on conclusion the researcher makes two suggestions:

1. Teacher can create the vocabulary exercise software based on the procedure of developing memory game maker to increase students' motivation.
2. Other researcher can do research to know the effect of vocabulary exercise software in students' motivation by implementing in learning vocabulary.