CHAPTER V

CONCLUSION AND SUGESTION

In this chapter the researcher presents the conclusion of the research. In this part, the researcher also gives some suggestion for the English teacher, students and the next researcher to use Mime Game in teaching speaking skill.

A. Conclusion

Based on the data analysis, the researcher found that the use of Mime Game in experimental class was to enjoyable situation. In this class, the students enjoyed learning speaking using mime game. In addition, during the experimental study, learners showed their enthusiasm, enjoyment, excitement, motivation, and involvement. They were motivated to learn in the classroom because of this game.

Based on the previous data analysis the researcher can conclude this study from the data. In pre test,the highest score of experimental group is 58.00 and control groups is 61.00. Then the standard deviation of experimental is 4.588 and the standard deviation of control group is 6.070.

In the post test, the score is significant enough. For experimental group is 78.00 and control group is 70.00. Then the standard deviation of experimental is 4.588 and the standard deviation of control group is 4.588. The comparison between two means of the experimental group and control group has a difference in mean score. Experimental group which was given the treatment using Mime Game got better value than control group which

was not given the treatment. It can be concluded that, Mime game can improve students' speaking skill.

The main aim of this study is to find out if teaching speaking using mime game is more effective than without using mime game or not. The finding shows that teaching using mime game was more effective than that of without using mime game. Then, the result of statistical computation of ANCOVA reveals that the result is significant p (0.006) < α (0.05). Since the significant value is lower than 0.05 statically there is enough evidence to reject null hypothesis, then the alternative hypothesis is received. It means that teaching speaking skill using Mime Game is effective.

B. Suggestion

Based on the conclusion above, the researcher would like to over some suggestion which are hopefully useful for the English teacher, the students and the next researcher.

1. To the teacher.

The researcher hopes that the teacher should always consider using games when they teach speaking, because in that way, learners will not get bored, but excited, will not be passive, but active and get involved, they will not be reluctant, but motivated.

The teachers should use Mime Game one of the alternative game in teaching English especially in teaching speaking in order to make students more motivated and more interested in learning English.

2. **To the students**

The students have to improve their knowledge, especially in their speaking ability using Mime Game. They can practice it in their daily.

3. **To the Next Researcher**

For the next researcher, the researcher has suggestion that this activity should be conducted in other school to get the wider generalization of the result of this study. The researcher hopes that there will be many researchers who explore and use Mime Game.