

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, the writer conveys some conclusions based on the result of this study which is presented in the previous chapter. Moreover, the writer attempts to give suggestions as well.

#### A. Conclusion

The writer of this study did a research about the implementation of Kahoot as Gamification platform in teaching and learning grammar at SMAN 1 Plemahan. After collecting and analyzing the data, the writer draws some conclusions, as follow:

1. The implementation of Kahoot as Gamification platform is done by doing several actions. At first, teacher prepares the material that will be used in Gamification activity. The material is prepared based on syllabus and textbook used in mentioned school. Then, the teacher asked students to prepare their gadget, while the teacher prepare the LCD and another necessary device. During the implementation, the teacher always monitor students' progress from scoreboard shown at the LCD. In addition, the teacher sometimes walks around the class to see whether the students face any trouble doing the quiz. If some students face any troubles, teacher will help by giving some options to the students. In the end of the quiz, teacher gives feedback for students as reflection or evaluation. Here, the teacher will praise students who got high score in the quiz as well. Furthermore, the teacher and students will discuss about the difficult questions students might find

during the quiz. In the end, the teacher decides to use Kahoot for several meetings after finds it interesting for students. As consideration, the teacher thinks that it takes time to learn how to operate Kahoot. It will be wasting time if the teacher change the application in every meeting.

2. The next result that will be concluded by the writer is the response of students on the implementation of Kahoot as Gamification platform. After doing the survey through questionnaire and analysing the result, there are several responses from students. First, the students fell enjoy and excited during the quiz or the implementation of Kahoot as Gamification platform. Second, most students state that they can understand grammar easily after the implementation. Third, the students are happy with the result or score they got from the quiz. The last, some students think that this implementation makes them more active in the classroom. Furthermore, the students feel more confident in learning English, especially grammar which seems difficult for them before. Finally, the writer believes that the implementation of Kahoot as gamification platform gives positive impacts on students learning process.

## **B. Suggestion**

After finishing this study, the researcher would like to give some suggestions for further researchers. In this study, the researcher observed the implementation of Kahoot as Gamification platform. Therefore, the researcher suggests further researchers to observe the implementation of

another application. This is expected to give more information for teachers to have various teaching methods or media. In addition, the researcher also urges further researchers to create innovative media related to teaching and learning foreign language. After that, they can implement it to the students.