

## CHAPTER V

### CONCLUSIONS AND RECOMMENDATIONS

This chapter will present the conclusions of the result and the researcher's recommendations for the research subject, the research subject's institution, and the next researchers' interested in the same topic.

#### A. Conclusion

Based on the discussion in the previous chapters, which is the correlation between the students' interest in playing armVille in Facebook and their ability in understanding English instructions, and referring to the research questions, the researcher concluded:

1. The calculation result for students' interest in playing FarmVille in Facebook score found that the data have a normal distribution with the mean is 56.7130 and the standard deviation is 8.1779965. Then based on the mean and standard deviation, the range is 33 with minimum score is 49 and maximum score is 91, it is found that the students' interest in playing FarmVille in Facebook can be considered as average level.
2. The calculation result for students' ability in understanding English instruction score found that the data of this variable Y does not have a normal distribution with the mean is 84,8148 and the standard deviation is 6,22919. Then based on those mean and standard deviation, the range is 22 with minimum score is 74 and maximum score is 96, it is found that the students ability in understanding English instruction is considered as high level.

3. The hypothesis test result using kendalls tau correlation formula showed that coefficient correlation value is 0,352. It is placed in the range of 0,26-0,50 which means it has *avrage correlation*. In conclusion, there is correlation between the students' interest in playing FarmVille in Facebook and their ability in understanding English instruction with *average positive correlation*.

## **B. Recommendations**

Related with this study, the writer would liketo give some reccomendations for students. teachers, and the next researcher.

1. For the students (research subjects)

The last result shows that there really is correlation between the students interest in playing FarmVille in Facebook and their ability in understanding English instruction. Even though the correlation is average, it is expected that the students can make use of their interest in playing. Whatever the play is, it must have something valuable in it. It is recommended for the students who like to play the games to try some others virtual games that specially concern about language acquisition such as *Trace Effect* and *Who Is Oscar Lake*. Also, it is gonna be good if the students realize that learning process can happen everywhere, it is not always from teaching learning process in the classroom, but some things around us sometimes can be better place to learn, all we need to do is open up our mind. But again, it has to be remembered that achievement involves a lot of factors. So even gaming provides a fun learning

atmosphere, it does not mean that we can do it all the time, because it may cause another serious problems.

2. For the institution (SMP Negeri 6 Kediri)

The result shows there is correlation between those two variables. Therefore, the school may provide some new learning method regarding to the virtual world. It is not always through the game though, because virtual world can be in many forms. Also, bringing up something *up to date* for teenager learners might stimulate their interest in learning more than doing the same thing over and over.

3. For the next researcher

Other researchers who might be interested in the same topic are recommended to deepen the other virtual games that specially concern about improving language acquisition, such as *Trace Effect*. *Trace Effect* is a collaborative English language video game experience for Learning English and explore American culture through puzzles, games, and adventures in an interactive world. The game is developed by American government to help second language learners all over the world to learn American English language and culture. However, the researcher of this thesis did not have the chance to use it due to the lack of subject, time and funds. Since the *offline* version is not released for free, besides, it is not widely known in Indonesia, therefore finding the subject might be really hard, and it will take times to introduce the game to the gamers.