

CHAPTER V

CONCLUSION AND SUGGESTION

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.

The analysis shows the students who are taught by Mime Game have better speaking skill than those are not taught by Mime Game. It can be seen from the different mean of both groups before and after treatment. In pre-test the mean score of experimental group is 73.89 and pre-test in control group is 54.54. Then the standard deviation of experimental is 11.081 and the standard deviation of control group is 12.828.

In the post test, the score is significant enough. The mean score of experimental group is 86.86 and control group is 80.34. Then the standard deviation of experimental group is 6.030 and control group is 6.366. 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.

To know the effectiveness teaching English by using Mime Game in Enhancing students' speaking skill is not enough if the researcher just looked at it from the different between two means in both groups. But, the researcher has to calculate it through ANCOVA, because ANCOVA is calculated through SPSS. The result of ANCOVA is not necessary to be consulted with the critical value of T table. But we can just look at significant value shown in the output of SPSS.

In the ANCOVA assumptions, the result of the normality assumption shows that the distribution of all variable is normal that is $p > \alpha (0,05)$. Then, the homogeneity variance assumption of both groups is equal. It shows that $p (0,563) > \alpha (0,05)$. And there is no interaction between covariate and independent variable, as evidenced by $p (,194) > \alpha (0,05)$. Then, the result of statistical computation of ANCOVA reveals that the result is significant $p (0,023) < \alpha (0,05)$. 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.