CHAPTER V

CONCLUSION AND SUGGESTION

This chapter provides the conclusion and suggestion. The researcher gives summarize the result of this research and also the discussion. The researcher also gives suggestions for the English teacher, students, and future researcher.

A. Conclusion

The objective of this research was to find out whether there was a significant different between students who are taught Vocabulary using Educandy game and students who were not taught by using Educandy game. After conducting the research, the researcher calculated the data by using IBM SPSS 27.0. The researcher found that the Educandy was effective in the teaching and learning process. Students who were taught using Educandy achieved and obtained higher score. It can be seen that there was an improvement of students' vocabulary ability. It was showed from the result of pre-test and post-test between control class and experimental class. The result of pre-test showed that the mean of experimental group is 54,03 while the mean of Control group is 54,33. In addition, the result of post-test showed that the mean of control group is still same with pre-test which is 66,27. It is different with experimental group. There is an increase of students score in post-test with the mean 83,74.

Moreover, the result of ANCOVA (Analysis of Covariate) showed that the significant value is 0.000 which is lower than 0.05 (0.05 > 0.000). This indicates that the null hypothesis (H0) is rejected and the alternative hypothesis

(Ha) is accepted. This means that there is a significant difference between students who were taught using the Educandy game and students who were not taught using the Educandy game in teaching vocabulary. It can be concluded that the Educandy game is effective for teaching and learning, especially in vocabulary at the seventh grade of MTsN 9 Kediri.

B. Suggestion

After discussing the finding of the research, the researcher gives some suggestions as follow:

a. Teachers

English teachers are suggested to use and develop innovative and creative strategies to make students interested in the teaching and learning process. Teachers can try to apply the Educandy game to teach vocabulary in the classroom. This is because the game can help students who are still confused about how to develop their vocabulary. The game can also make students more enjoyable and students will not get bored because the game is modern and fun. From the advantages of developing the Educandy game, teachers are suggested to develop this game to improve students' vocabulary skills. The problems faced by students can be overcome by applying this game.

b. Students

The researcher suggests that students continue to practice vocabulary. Students can start with vocabulary that has already been learned as well as vocabulary that has not yet been studied. The researcher wants students to improve their vocabulary skills by implementing the

Educandy game. Students should pay attention to the vocabulary used by the teacher. Therefore, if students encounter new vocabulary, they can select and take one or more words that can help them enhance their vocabulary skills.

c. Future Researchers

The researcher suggests to the next researcher to add some new theories and information about teaching vocabulary. The researcher also wants the next researcher to apply this Educandy game with other types of vocabulary. However, it is important to remember that many schools often lack facilities, which can make the learning process difficult. For example, if there are no computers or internet access, the Educandy game may not be used effectively. Therefore, the next researcher should consider these facility issues and find ways to address them so that students can learn more effectively and enjoyably.