

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion of the discussion. In addition, the researcher provides suggestions for English teachers, students, and future researchers.

A. Conclusion

Based on the findings and discussion presented in the previous chapter, it can be concluded that the use of Bamboozle as a learning media has a significant positive effect on students' vocabulary mastery. This study was conducted among first-grade students at SMP Al-Huda Kota Kediri by comparing two groups: one taught using Bamboozle and the other using Wordwall.

The pre-test scores of both groups were relatively similar, indicating comparable initial vocabulary proficiency. However, the post-test results showed a substantial improvement in the experimental group (mean score = 82.15) compared to the control group (mean score = 64.62). The ANCOVA analysis confirmed a significant difference between the two groups' post-test scores, with a significance value of 0.000 and a large effect size (partial eta squared = 0.658).

This indicates that Bamboozle is more effective in enhancing vocabulary mastery than Wordwall. The game-based and interactive features of Bamboozle likely contributed to increased student engagement, motivation, and retention in vocabulary learning.

B. Suggestion

Based on the result of the research, several suggestions are offered for future application and research:

1. Teacher

After conducting and completing this study, based on the conclusion of this study, the teacher can incorporate Bamboozle into their vocabulary teaching strategies, especially in junior high school contexts. Its interactive and fun nature can enhance student participation and make vocabulary learning more enjoyable and effective.

2. Student

Relying on the conclusion that Bamboozle is effective in teaching vocabulary, students can explore digital learning tools like Bamboozle to support their vocabulary development. Participating in game-based learning activities can help reinforce vocabulary through repeated exposure and meaningful use.

3. Further researchers

For further researchers who want to do research about the use of Bamboozle could expand this research by involving different grade levels, a larger and more diverse sample, or comparing Bamboozle with other types of digital learning media. Researchers may also explore the long-term effects of using Bamboozle on vocabulary retention or its impact on other language skills such as reading or speaking.