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**

Vocabulary mastery is a vital skill in language learning, as it supports all four fundamental language skills: listening, speaking, reading, and writing. Without adequate vocabulary knowledge, students may find it masterycult to communicate effectively or understand spoken and written texts. Therefore, improving vocabulary mastery is a key aspect of English language education.

The objective of this research was to determine whether there is a significant difference in vocabulary mastery between students taught using the Word Club Spelling Bee application and those taught using traditional methods. The research was conducted through a quasi-experimental design, and the data were analyzed using IBM SPSS 27. The results showed that the use of the Word Club application significantly improved students' vocabulary scores.

Based on the pre-test, the experimental group had a mean score of 63.16, while the control group had a mean of 54.19. After treatment, the experimental group's mean increased to 86.39, while the control group's mean was 74.00. The results of ANCOVA indicated a significant value of 0.000, which is less than 0.05. This means the null hypothesis (H0) was rejected, and the alternative hypothesis (H1) was accepted. Thus, it can be concluded that the Word Club Spelling Bee application is effective in enhancing vocabulary mastery among seventh-grade

students at SMPN 1 Pace.

B. Suggestion

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

a. Teachers

English Teachers are encouraged to incorporate engaging, interactive tools such as the Word Club Spelling Bee application into their vocabulary instruction. This application helps students learn vocabulary in a more enjoyable and independent way through games like fill-in-the-blanks and multiple-choice quizzes. It also provides immediate feedback, which can improve student motivation and confidence. By using this app, teachers can address students' vocabulary problems in a fun and modern learning environment.

b. Students

The researcher suggests that students should make vocabulary practice a regular part of their study habits. The Word Club app offers opportunities to learn through fun games and repeated exposure. Students are encouraged to use the app outside of class to strengthen vocabulary that they have already learned, as well as to explore new words. Active participation and consistent practice will help improve their language proficiency.

c. Future Researchers

The researcher suggests that future researchers explore the effectiveness of the Word Club application at different educational levels or in other areas of vocabulary learning, such as spelling accuracy, word recognition, or pronunciation. They may also consider combining the application with various

instructional strategies to enhance its impact. Additionally, conducting the study over a longer treatment period or involving a larger and more diverse sample may provide more comprehensive insights into the long-term effects of using digital game-based tools in vocabulary instruction.