

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, researcher explain research conclusions as answers to research problems. In addition, suggestion has been given to English teachers, students, and further researchers.

#### A. Conclusion

Based on the findings and discussion in Chapter IV, the researcher concluded that the use of the Kahoot! application is effectively used in teaching reading comprehension of narrative texts for grade VIII students at MTsN 2 Kediri. There is a significant difference in reading comprehension outcomes between students who were taught using Kahoot! and those who were taught using conventional methods such as Google Forms. This is supported by the mean scores of the pre-test and post-test in both experimental and control classes. The mean pre-test score in the experimental class was 56.91 and the mean post-test score increased to 93.83. The improvement in the experimental class reached 24 points. Meanwhile, the control class had a mean pre-test score of 51.54 and a mean post-test score of 73.26, with an improvement of only 14 points.

This result indicates that the experimental class, which used Kahoot!, experienced a higher improvement compared to the control class. Furthermore, the Mann Whitney U test result showed a significance value of 0.000, which is lower than 0.05. This indicates that there is a significant difference between the reading comprehension achievement of students taught using Kahoot! and those who were not.

Students who were taught using the Kahoot! application were more enthusiastic, active and engaged during the learning process. They participated more in class activities, showed greater interest in reading tasks, and completed the

exercises more effectively due to the interactive and competitive features provided by the Kahoot! platform.

## **B. Suggestion**

Based on the conclusions from this study, the researcher proposes the following suggestions for English teachers, students, and future researchers interested in using Kahoot! to enhance reading comprehension skills:

### 1. For the Teachers

It is essential for English teachers to create a fun and engaging classroom environment, particularly when teaching reading comprehension. This study shows that using Kahoot! in the classroom can increase student motivation and participation. Teachers are encouraged to integrate digital tools like Kahoot! into their lessons to foster interactive learning and improve students' understanding of narrative texts. Kahoot! helps students concentrate better, become more active, and feel more confident in answering reading comprehension questions. Therefore, teachers should consider applying this platform to support the learning process and to make reading activities more exciting and effective.

### 2. For the Students

Students are encouraged to be active participants in their learning process. They should not only rely on classroom activities but also take the initiative to read narrative texts at home. During lessons, students should engage actively by responding to questions, joining discussions, and using platforms like Kahoot! seriously. By doing so, students can enhance their comprehension skills and enjoy a more interactive and collaborative learning environment.

### 3. For the Future Researchers

This study is expected to provide useful insights for future researchers who are interested in exploring the use of digital media in language learning, especially in reading comprehension. Future researchers are encouraged to expand this study by applying Kahoot! to different text genres or different grade levels. Since this research was limited to a specific context and sample, further research could be conducted on a broader scale to strengthen the findings. Researchers may also combine Kahoot! with other learning strategies or technology-based applications to find even more effective methods for improving students' reading comprehension.