

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

In this chapter, there are conclusion, and suggestions. In suggestion chapter, the researcher included recommendations for future researchers, school, and English teachers by the conclusion of this research.

#### **A. Conclusion**

This study was conducted to examine the use of Baamboozle could improve fifth grade students' vocabulary mastery at SDN Bulupasar. A quasi-experimental design was applied, involving an experimental class that received treatment using Baamboozle and a control class that learned through conventional techniques. The analysis of the pre-test showed that both groups began with relatively similar vocabulary mastery levels. However, the results of the post-test showed that there is improvement in the experimental group.

In the Mann-Whitney U analysis, for the pre-test results shows a significance value of 0.054, which is higher than 0.05. This finding indicates that there was no significant difference between the two groups at the beginning of the study; it means both groups started with comparable levels of vocabulary mastery. After the treatment, the Mann-Whitney U Test for the post-test scores produced a significance value of 0.028, which is lower than 0.05. This result shows that there was a significant difference in vocabulary mastery between the two groups.

The improvement from both of the groups was also examined using Wilcoxon Signed Rank Test. Both the control and experimental group showed significant progress from pre-test and post-test. For the both of the group, the result showed that significance value is 0.000. It means that there is improvement in students' vocabulary mastery. Although, the experimental class showed higher increase in vocabulary score rather than the control groups.

Based on these results, it can be concluded that Baamboozle is effective in enhancing vocabulary mastery among the fifth grade students. The interactive game-based learning provided by this platform helped increase students' engagement and supported vocabulary development compared to conventional teaching methods. However, the use of interactive game-based media for vocabulary learning at the elementary school level remains limited. Pedagogically,

this study suggests that integrating simple and interactive digital media such as Baamboozle can support teachers in creating a more engaging vocabulary learning environment, especially for young learners with limited attention spans. Overall, this study highlights the potential of Baamboozle as a supportive instructional tool in enhancing students' vocabulary mastery through engaging learning activities.

## **B. Suggestions**

In this section, the researcher chooses to give suggestion for:

### **1. For English Teachers**

English teachers are encouraged to use interactive digital media such as Baamboozle as an alternative learning tool to support vocabulary teaching. The use of game-based learning can help increase students' motivation and participation, especially for young learners. Teachers are also expected to adjust the use of Baamboozle based on students' needs and classroom conditions.

### **2. For Schools**

Schools can support the implementation of digital learning tools by ensuring stable internet access and providing training or guidance for teachers who want to use Baamboozle. Adequate facilities will help maximize the benefits of interactive learning media in the classroom.

### **3. For Students**

Students are encouraged to actively participate in vocabulary learning activities using interactive media such as Baamboozle. Active involvement in learning games can help students improve their vocabulary mastery in a more enjoyable way.

### **4. For Future Researchers**

Future researchers may explore the use of Baamboozle with larger samples, different grade levels, or other language skills such as grammar or pronunciation. Extending the duration of the treatment may also provide deeper insights into the long-term effects of using game-based platforms in vocabulary learning.