

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, presents the conclusion of the study and the suggestion for English teacher, students and the next researcher.

5.1.CONCLUSION

The objective of this research is to find out whether or not there is any significant difference in vocabulary mastery between students who are taught by using Kahoot and students who are taught by using Google Meet. This study revealed that there is significant difference in vocabulary mastery between students who are taught by using Kahoot and students who are taught by using Google Meet.

The data analysis concluded that there was different result between students who are taught by using Kahoot in experimental group and students who are taught by using Google Meet in control group. It was proven from the ANCOVA result that show the significant value is $0.000 < 0.05$. So, it can be concluded that H_a is accepted and H_o is rejected, it means that there is a significant difference in vocabulary mastery between students who are taught by using Kahoot and students who are taught by using Google Meet.

5.2.SUGGESTION

Concerning the result of the study, the interpretation and the conclusion, there were some suggestions as follows:

5.2.1. For an English Teacher:

This is important for teachers to improve the quality of the teaching and learning process of English:

- a. Teachers can use Kahoot in teaching English to make students motivated and help them to master vocabulary easier.
- b. It is important for teachers to learn how to improve their abilities in teaching and make teaching and learning process become fun, so that students become interested and motivated during the teaching and learning process. They must create a pleasant learning from the teaching and learning process using Kahoot is one way to create that situation.

5.2.2. For Students:

Students must be more enthusiastic in teaching and learning process, especially in mastering vocabulary. Using Kahoot is one of alternative media that can be chosen by them because Kahoot proven media for the students to be competitive in gaining a high score with its interesting music and sound effects. They do not only finish the quiz but also improve their vocabulary at the same time and get fun from learning.

5.2.3. For Other Researcher:

The results of this study are expected to encourage other researchers to conduct further studies related to Kahoot in skill areas such as listening, speaking, writing or reading. This study action is limited only to improve students' vocabulary mastery.