

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This chapter presents about conclusion and suggestion of the research.

#### **A. Conclusion**

The most significant aspect to consider when learning a language is vocabulary. This is a fundamental component since vocabulary is required when language learners learn to talk, read, write, and comprehend what they encounter in a foreign language. It entails The study of a new language will be impeded due to limitations in vocabulary mastering. "Vocabulary is a major component of language proficiency and offers much of the basic how effectively learners speak, listen, read, and write," according to Jack C. Richards (2002, p.255, as stated in Kartika, 2011).

This research was aimed to find out the Improving Students' Vocabulary Mastery Use Duolingo Game. The subject of this research was a class which consisted of 20 students of class VIII SMP Darul Fikri Ngoro Jombang. The research was conducted by using Classroom Action Research (CAR) in two cycles. The instruments of the research were Duolingo tests, teacher's and student's observation sheets.

In pre-test, the mean score of reading test was 59,5% and the students' success got 40%. In cycle 1 the mean score was 72,5% and the students' success was 60%. The teacher's and the student's observation in cycle 1 in the first meeting got 72,73% and 66,67%, while in the second meeting got 81,82% and

83,34%. The mean score in cycle 2 was 79,25% and the student' success was 85%. The teacher's and the students' observation in cycle 2 in the first meeting 100% and 91,67%, while in the second meeting both of the teachers' and students' observation get 100% . it meant that the criteria of minimum score and students' success have been reached. Thus, it can be concluded that Duolingo game could improve students' vocabulary mastery at eighth grade students of SMP Darul Fikri Ngoro Jombang.

Based on the explanation above it can be conclude, Duolingo is one of the effective media in teaching-learning vocabulary for beginner level students. It is quite interesting for students as they showed excellent responses toward this media, they are easy to understand the material, having an opportunity to all students to get a fair turn in practicing material, Duolingo can eliminate boredom in learning and also encourage them of new ideas in learning.

## **B. Suggestion**

The result of the study showed that the implementation of Duolingo Game can improve the students vocabulary mastery. Therefore, the following suggestions were offered:

1. For the English teacher, it is useful to use Duolingo Game as one of alternative ways in teaching vocabulary to make variation. Therefore, the students are not bored in learning English particularly in vocabulary.

2. For the other researchers, it is recommended to the other researchers who are interested in the field of vocabulary development to conduct a lot in the study dept and to develop all data and knowledge about Duolingo Game.

2. For students, students should be more enthusiastic in learning English, especially in learning vocabulary.

3. For the readers, readers can read this thesis as additional material for knowledge and information related to the Duolingo Game.

4. For the next researcher, Duolingo games can be used as an alternative choice or reference for further researchers to conduct research related to improving students' reading skills.