## CHAPTER V

## CONCLUSIONS AND SUGGESTIONS

This chapter presents the conclusions of the research and some suggestions based on the results of the previous discussion. On the other hand, the conclusion is the Effectiveness of Using Kahoot Game on Vocabulary Mastery for tenth grade Senior High School. The suggestion presents several recommendations for students, for schools and future researchers.

### A. Conclusion

After conducting research on the effect of kahoot media on vocabulary mastery, the researcher wants to draw some conclusions. Based on the results of the study it can be concluded as follows:

Based on the results of the One-Way Anova test, the results show that the significant value of the ANOVA test (Sig.) is $0.008 < 0.05$ and H0 is rejected, it can be concluded that there is an influence of kahoot game learning media for vocabulary mastery of the report text material.

The results of hypothesis testing using the independent t test at the 95% confidence level and the degree of significant value are $0.008 < 0.05$, so H0 is rejected. So, the results of the vocabulary test of students using the kahoot game media are higher than the results of the vocabulary test of students who do not use the kahoot game media.

### B. Suggestion

Based on the conclusions that have been described in this study, the researchers then provide some suggestions as follows:

The results of this study are expected to be useful for the development of knowledge regarding the use of learning media based on the KAHOOT application game to increase the effectiveness of learning and student learning outcomes

The results of this study are expected to be useful and provide practical contributions to various parties, including:

For Researchers

In order to become a provision to become an English teacher who is creative and innovative and can motivate students.

For School

As information and advice about an educational game application that is active, effective, creative and fun and not monotonous so that it is easy to apply effectively and efficiently in learning at school.

For Teachers

Increase knowledge about game-based or multimedia learning media that are useful for helping teachers to create active and fun learning.

For Students

Increase student activity and motivation in learning so that students can interest in learning increases and makes student learning outcomes increase. As well as providing a new experience for students in operating the Kahoot application