

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

This research was conducted at MTs Mamba'ul Ulum Mambak Pakis Aji Jeparo by using quasi-experimental design. The aim is to find out whether Scrabble Game has significant impact or not in teaching vocabulary. The score of experimental group showed that the mean of pre-test score was 60.64 and the mean of post-test 74.72. It meant that there was a significant impact before giving a treatment and after giving a treatment. Therefore, the problem statement "How is the effectiveness of Scrabble Game in teaching vocabulary of eighth grade students of MTs Mamba'ul Ulum Mambak Pakis Aji Jeparo in the academic year of 2019/2020?" was answered.

Based on the statistical calculation at the previous chapter, there was a significant difference of the students' vocabulary improvement between students who were taught by using scrabble game and students who were not taught by using scrabble game. The result showed that the count of t-test was 6.388 and t-table was 2.021 at the significance level 5%. It was known that the count of t-test is higher than t-table. It meant that the Alternative Hypothesis (H_a) was accepted and the Null Hypothesis (H_0) was rejected. So, it could be conclude that it was effective to use scrabble game in teaching vocabulary at the eighth grade students' of MTs Mamba'ul Ulum Mambak.

5.2 Suggestion

After the researcher conducted the research about Scrabble Game, the researcher found that there were several suggestions that can improve vocabulary improvement. These suggestion was intended for the better English language teaching.

a. For the Teacher

It is important for the teacher to use various strategy to teach students in learning process especially vocabulary. It is useful for teacher to use Scrabble Game as one of appropriate learning strategy in teaching vocabulary. This game make students more spirit and interest in learning new vocabulary.

b. For the Student

The students should find a new way to learning something. In learning vocabulary by Scrabble Game, students will get much more vocabulary that they have not knew before.

c. For the Next Researcher

Scrabble Game is interesting to be studied and practice. Other researcher may implement this game or may modify this game for further research. The next researchers who were interested to conduct the same study are recommended to implement the action in a longer period of time to get maximum result of the students.