BAB V

CONCLUSION

A. Conclusion

This research was a research and development study composed of two variables. The aim of this research was to find out English game is needed for SMA Negeri 1 Tahunan students, how to design an English game based on role play to improve students' speaking skill and how students' speaking skill improvement after being taught using English game based on role play. The conclusions were based on the previous chapter about the data analysis:

1. Based on the result of interview with the English teacher and observation in learning activities on SMA N 1 Tahunan, it showed that the students had less in speaking English. Besides that, the English teacher still used conventional technique in teaching, so it makes the students felt bored in learning process. The students also need a appropriate technique in learning speaking English such as role play or learning using pictures, game and video

2. The steps in designing English game based on role play was drafting the game, formulating design of the game, limited trial, more extensives trial and followed by experts judgment. The final of developing game based on role play in this research was if the expert judgment evaluate that the game was very good. In addition, the game was effective in improving students' speaking skill as the researcher found in test in the experiment class in this research.

3. To know students' improvement in speaking skill it can be seen from the result of test that is calculated by using Independent sample t-test in SPSS V.23. The result showed that there was significant score in pre-test and post test especially for experiment class. The result of t-test in post-test was 4,346 means that t_{value} was higher than t_{test}, so the alternative hypothesis (Ha) was accepted and the null hypothesis (Ho) was rejected. It meant that there was a significant influence of using Game Based on Role Play towards student' Speaking Skill at the second semester of the Tenth grade of SMA N 1 Tahunan in the academic year of 2021/2022. The students' significant achievement was on pronunciation, grammar and vocabulary.

B. Suggestion

Many recommendations can be made, based on the findings such as; students requiring better speaking skills will try to practice using based on role play. The writer believes that using this game in teaching and learning speaking will provide many opportunities for the students to be imaginative and courageous in their speaking performance. The teacher should try to put this game and modified learning technique into class speaking. It will help the students appreciate this, as the writer suggests that the game based on role play will make the classroom more appealing in teaching speaking.