

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter contain two parts namely conclusion and suggestion. The first part presents the conclusion of this research. The second part presents suggestions intended for the teachers, the students and for further the researcher.

5.1. Conclusion

Based on the result finding and discussion, it can be concluded:

- 1) The use of guessing word games as teaching strategies can effect students' vocabulary mastery. This is proven by F ratio $>$ F table where $12,393 > 3,99$. Then H_0 is rejected and H_a accepted. This means that teaching strategies affect students' vocabulary mastery.
- 2) Students learning style both visual and auditory are effect the students' vocabulary mastery. It can be seen from the F ratio $>$ F table where were $9,098 > 3,99$. Then H_0 is rejected and H_a accepted. This means that students' learning style is affect students' vocabulary mastery.
- 3) Teaching strategies GWG and students' learning style (visual and auditory) are affected the students' vocabulary mastery. It can be seen from the F ratio $>$ F table where $4,169 > 3,99$. Then H_0 is rejected and H_a accepted. It means there is an interactions effect of Guessing Word Game and Students' Learning Styles on students vocabulary mastery.

5.2. Suggestion

After doing the research and obtaining the result the researcher would like to give the suggestion to the English teacher, to the students and also to the other researcher.

For the teacher

The teacher should be able to be a good model and facilitator for students in the teaching learning process, consider the students' needs and interests before designing material. It was important for the teacher to used various techniques or strategies in every meeting. It is useful for them to use guessing word game as one of the appropriate learning strategies in teaching vocabulary.

For the students

By using guessing word game strategy, the students are expected to more understanding the English vocabulary and type of their learning style. So they can determine how to learn which is right for themselves.

For other researcher

The researcher believes that there are still many phenomena that can be revealed in this research study. The researcher expects that this research can inspire and can be used as reference for other research related to guessing word game towards' students' vocabulary mastery and students' learning style in order to enrich the existing study.