

CHAPTER V

Conclusion and Suggestion

5.1 Conclusion

Based on the finding of chapter IV, it showed that students' vocabulary mastery at eighth grade of SMPN 2 Bangsri could be used by using Hangman Game. It could be seen by the students' mean score was increased. In experimental group, the mean score of pre-test was 71,93 and the mean score of post test was 87,42. After applied Hangman Game in learning process, the students' mastery in vocabulary was improved. In the control group, the mean score of pre-test was 77,90 and the mean score of post-test was 80,16. Based on the data analysis of t-test, the result of post test in experimental and control group showed that the t-value was 2,567 while the t-table of 0,05 as the significance level was 2,000 with 60 the degree of freedom (df). It could be described that the t-value (2,567) > t-table (2,000). In addition, the result of t-test also showed that H₀ (The Null Hypothesis) was rejected and H_a (The Alternative Hypothesis) was accepted. It could be concluded there was the effect of Hangman Game on Students' vocabulary mastery.

Based on the explanation above, it can be conclude that Hangman Game can improve students' vocabulary mastery at eighth grade of SMPN 2 Bangsri in the academic year of 2018/2019.

5.2 Suggestions

Referring to the result of this research, the writer would like to give some suggestions as follows : (1) To get more complete data the research should take in a longtime. (2) The research should solve more a problem statement.