CHAPTER V

CONCLUSION AND SUGGESTION

The conclusion of the research and suggestion will be explained in this chapter. The conclusion of the research aimed the conclusion of the research which investigates about the significances of using pictionary game to increase students' vocabulary mastery at the tenth grade multimedia students of SMK Islam Jepara. The, the suggestions of the research will be explained.

5.1 Conclusion

This research was conducted by using quasi-experimental design which is aimed to find out the whether the significances of using pictionary game to increase students' vocabulary mastery. Moreover, the research findings which were at the tenth grade multimedia students of SMK Islam Jepara and gave a treatment to the students in the experimental group showed that the means of pretest score was 52.31 and the means of posttest score was 80.63. It meant that there was a significant before giving a treatment and after giving a treatment. Therefore, the problem statement "How significant was pictionary game to increase students' vocabulary mastery at the tenth grade multimedia students of SMK Islam Jepara in the academic year of 2018/2019?" were answered.

Based on the statistical calculation at the previous chapter, there was a significant difference of the students' achievement in increasing vocabulary mastery between students who were taught by using pictionary game and

students who were not taught by using pictionary game. The result showed that the value of t-test was 5.780 and t-table was 2.021 at the significance level 5%. It was known that the value of t-test is higher than t-table. It means that the Alternative Hypothesis (H_a) is accepted and the Null Hypothesis (H_o) is rejected. Hence, it can be concluded that it was significant to use pictionary game to increase students' vocabulary mastery at the tenth grade multimedia students of SMK Islam Jepara.

5.2 Suggestion

After concluding the research above, the researcher purposes some suggestions based on the findings of the research experiment. Here are the suggestions

a. For teacher, due to the obstacle that usually faced by the teachers in the classroom, teachers are sued to have some kinds of teaching learning strategies which are interesting and appropriate to the learning material. It is important for the teacher to improve the students' vocabulary mastery. The teacher should be able to create good atmosphere in the classroom and motivate the students to learn language. The teachers need to enrich themselves with the knowledge of how to select the effective resources which can create interesting activities, so the students can enjoy during the teaching and learning process. The use of various media is needed to help the teacher when implementing the method. Giving rewards also can be an alternative to motivate the students.

b. For students, they should change their mindset of how important the vocabulary for communication. Not only for communication, the vocabulary can help the students to master all the skills in English. By using pictionary game, the students can be more active in the classroom.

c. For other researcher, they can know the benefit of using this method which is pictionary game to increase students' vocabulary mastery. It is recommended to the other researchers who are interested in the same field to continue and develop this research in order to find out other efforts in the aim at increasing students' vocabulary mastery through a new method in teaching and learning process.

The suggestions above are given based on the research which was done by the researcher. The researcher hopes the suggestion can give positive contribution for improving teaching and learning process in SMK Islam Jepara beside for other researchers and actually for the researcher own self.