

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

After conducting the steps of this research, researcher found that Miming Game was effective to improve students' vocabulary. Students were interested in English lesson and their score increased after getting treatment. It was proved by the result of post test. Control class and experimental class alike were given post test. The result of post test told that there is significant difference between control class and experimental class. The score of control class was 57.50 and experimental class was 66.25. The result of t-test was sig 2-tailed = 0.013 < 0.05.

5.2 Suggestion

At the end of this part, researcher would like to give some suggestions related to the conclusion. Hopefully, this research can give contributions in pedagogically, practically and theoretically. This suggestions can be might help teacher, students and anyone who intend to use this research.

Miming Game is one of many games is fun and easy to be conducted. Students will more active to curious about English. Through this game, the confidence of students toward English lesson will be molded unconsciously. This game also can be put in the beginning of learning process as brainstorming or in the middle of learning process as learning technique.