

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

In this chapter the researcher presents conclusion and suggestions. The conclusion described based on the result of implementing Conditional Chain Game strategy for students' vocabulary mastery.

A. Conclusions

Researcher draw conclusions base on the explanation of research findings on previous chapter; there is a significant differences in the students' English vocabulary after being implemented by Conditional Chain Game. It can be seen from the students mean score of pre-test and post-test (60.42 become 77, 19). Additionally, the result of statistical computation used t-test showed that the significant value (sig 2-tailed) was 0.000, and it was smaller than 0.050 ($0.000 < 0.050$). It can be concluded that the alternative hypothesis (H_1) which is stated there was significant effect of Conditional Chain Game in teaching English vocabulary of the seventh graders is accepted. While the null-hypothesis (H_0) which is stated there was no significant effect of Conditional Chain Game in teaching the English vocabulary of the seventh graders is rejected.

B. Suggestions

The research finding base the pre-test - post=est score indicate there is significant difference on the students' score before and after the

implementation of Conditional Chain Game. So, the researcher tries to give some suggestions as follow:

1. For the teacher

Teacher suggested to implements Conditional Chain Game as a way to support him in teaching English vocabulary to enhance students' vocabulary memories. Conditional Chain Game can help students memorize vocabulary and the meaning quickly. They also learn how to pronounce the vocabulary correctly. It can input to determine the appropriate strategy or technique to be used for teaching vocabulary. Therefore, teachers can ease the great quality of teaching English especially in vocabulary.

2. Next researcher

The future researcher may study this research to get inspiring idea. They may develop in other chases by using this game. The researcher hopes that this study has a big contribution for the future researchers in conducting study although this study is not perfect enough. The researcher suggests for the next researchers who wants conduct study bout Conditional Chain Game, used game to teach another aspects of English skill such as grammar, speaking, listening or others.