

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter shows the conclusion and suggestion of the research according to the findings and discussion presented in the previous chapters.

A. Conclusion

Based on the result presented in Chapter IV, there was significant different scores of vocabulary between the students whom taught by using Scavenger Hunt Game and those taught by using conventional method at the first grade of SMPN 1 Besuki Tulungagung in academic year 2020/2021. In conclusion, Scavenger Hunt Game was effective used as the media in teaching vocabulary. The effectiveness of Scavenger Hunt Game was presented in the following descriptions:

1. The students' score of vocabulary whom taught by using Scavenger Hunt Game was higher than whom taught by using conventional method. It could be seen from the mean score of post-test from both classes. The students of VII-D as the experimental class gained 77.75 as their mean while the students of VII-E as the control class only gained 68.26. It could be interpreted that Scavenger Hunt Game was effective as media to improve students' vocabulary mastery.
2. According to the statistical analysis by using t-test with SPSS 24 for windows at the significant level of 0.05, the result presented that the

significant value (sig-2 tailed) was 0.004 which was smaller than 0.05 ($0.004 < 0.05$). Thus, the null hypothesis which stated that “There is no significant difference score of vocabulary between students taught by using Scavenger Hunt Game and those taught by using conventional method at the 7th grade of SMPN 1 Besuki Tulungagung” was rejected. While the alternative hypothesis which stated that “There is significant difference score of vocabulary between students taught by using Scavenger Hunt Game and those taught by using conventional method at the 7th grade of SMPN 1 Besuki Tulungagung” was accepted.

B. Suggestion

According to the finding of research presented earlier, it showed that Scavenger Hunt Game was effective used as media to improve students' vocabulary mastery. Thus, the researcher attempted to give several suggestions addressed for teachers, students, and other researchers as follows:

1. For Teachers

There were several aspects influencing the success of teaching English. One of them was the instructional media used in teaching and learning process. It was supposed to stimulate and motivate students to learn English. Scavenger Hunt Game was one of media which could be applied. By applying this game, students could develop their vocabulary mastery. In addition, the use of game as media in teaching could create an enjoyable yet

challenging atmosphere to avoid monotonous method and situation during the learning activity.

2. For Other Researchers

This research applied the Scavenger Hunt Game to examine students' vocabulary mastery. Since it is not perfect yet, it is suggested to other researchers to conduct further research on the similar area, especially by using Scavenger Hunt Game to examine other skills and components of language.