

CHAPTER V

Based on the description of findings presented in this previous chapter, conclusion and suggestion are presented in this chapter.

A. Conclusion

Based on the explanation of the previous chapter, the researcher concluded that:

- a. Based on research conducted by researchers found significant results, it can be seen that the mean of control class was (70,33) and in experiment class was (80,33). It means that the mean score of post-test was given effectively to improve students vocabulary mastery in experiment class.
- b. From statistical computation using paired sample T-Test on SPSS 22.0. The researcher got the score of tcount was (5,581) and the ttable with df (58) for standard significant 5% was (2.021). So, tcount was higher than ttable ($5,581 > 2.021$). if tcount >ttable, the null hypothesis (H_0) was rejected and the alternative hypothesis was accepted. The score of sig. Was 0.000, it means that the level of significance was less than 0.05 ($0.000 < 0.05$) so the null hypothesis was rejected. It means that there was significant difference in the vocabulary scores of the students vocabulary mastery before they are taught by using Sugoroku.
- c. English method and after they are taught by using Sugoroku English method.

Finally, it can be concluded that teaching vocabulary by using Sugoroku English method was effective towards the students vocabulary mastery on the eleventh grade students at MA Darul Hikmah Mojokerto.

B. Suggestion

Based on the result of the research finding, the researcher would like to give some suggestions as follow:

a. For the students

The researcher recommended for the students to use Sugoroku English game when they are learning vocabulary because it was proved that using Sugoroku English Game the students vocabulary mastery can be improved. Furthermore, using Sugoroku English, students easy to memorize the new vocabulary, the motivation to study was high and the learning process becomes fun and challenging.

b. For the teachers

Sugoroku English was effective in teaching vocabulary , the researcher recommended for the teacher to use Sugoroku English in teaching vocabulary to increase vocabulary mastery of the students because Sugoroku English game helps students to learn vocabulary easily and students learn how to pronounce the word accurately, easy to memorize the new vocabulary, and also the students become motivated to join learning process.

c. For the future researcher

This research was limited in teaching vocabulary mastey of the eleventh grade students at MA Darul Hikmah Mojokerto, the researcher hopes for the future researcher conduct similar research by using Sugoroku English to teach listening, speaking, reading, writing, grammar, or pronunciation not

only for junior high school students or senior high school students but also for elementary or even kindergarten students in order to know more advantages of using sugoroku english in teaching learning.