

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter discusses about the conclusion and suggestions on the basis of research findings and discussion presented in the previous chapter.

A. Conclusion

Based on the results of classroom observation and writing test through computer game software “Big City Adventure (San Francisco)” that had been done in cycle 1 and cycle 2, it could be concluded that the use of computer game software “Big City Adventure (San Francisco)” in writing instruction could improve the students’ writing as well as their involvement. The researcher finds that after the implementation of the media, the student’ writing ability can be developed. It can be seen for the increasing of the students’ writing test result from preliminary study, to cycle one, and cycle two. Based on the result of research finding, the researcher concludes as follows:

First, from preliminary result showed that there were 0% of 29 students who passed the test, this result was far from the classical criteria of success which was determined in this study, which was 80% of the whole students who reached the individual criteria of success.

Second, from the first cycle, it was known that the number of the students who passed the writing test in cycle one increased. There were 70%

of 29 students who passed the test. But, it had not achieved yet the criteria of success. So, the researcher did the second cycle.

Third, from the second cycle, the researcher found another increasing number of the students who passed the writing test. The result of the study on this cycle was that 23 students passed the test and they were successful. It means that the criteria of success was 96% achieved.

The activities which are done by the researcher to solve students' problems in writing descriptive text by using Computer Game Software "Big City Adventure (San Francisco)" are: (1) Explaining the roll of Computer Game Software "Big City Adventure (San Francisco)". (2) Asking the some students to arrange the puzzle based on the Computer Game Software "Big City Adventure (San Francisco)" in front of the class. (3) Asking the students to write down descriptive text based on the puzzles that have been arranged. (4) Giving the comment and make conclusion about all of the material.

So, based on description above it can be concluded that the best way of computer game software "Big City Adventure (San Francisco)" can be used to improve the writing ability in descriptive text with describe puzzle picture. It means that, the researcher problem stated in the background of the study has been answered.

B. Suggestion

Based on the conclusion above, the researcher would like to give some suggestions in a purpose of enriching writing ability and they are shown as follows:

1. For the students

It is suggested to the students to explore their writing ability through computer game software “Big City Adventure (San Francisco)”. In this research, the students had found that they can use computer game software “Big City Adventure (San Francisco)” for learning English. Hopefully, in the future the students can use the other media for learning English.

2. For the English teacher

It is suggested that the teachers should use computer game software “Big City Adventure (San Francisco)” for teaching writing, considering that the computer game software “Big City Adventure (San Francisco)” had been effective in teaching descriptive text. However, the teacher is hoped to use other media in teaching learning process of English in order to avoid students’ bored.

3. The further researchers

The result can be used as valuable sources to conduct further research

for the next research. The further researchers are hoped can find the other media in teaching English which can make teaching English be better and easily.