

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion and suggestion based on the research findings and discussion presented in the previous chapter.

A. Conclusion

The implementation of Secret Message Game at MTs Al Huda Bandung is very useful to improve students' vocabulary achievement. Teaching and learning by using games makes students have fun and feel enjoy in learning material. Moreover, students can be more active in playing the game.

Based on the research finding discussed in previous chapter, the conclusions are drawn as follow:

1. The students' vocabulary mastery before being taught by using Secret Message Game is generally low. It can be seen from the students score before being taught by using Secret Message Game that from 28 students there are 21 students obtain score under 70 (standard score) and 7 students obtain score more than 70. It means that 21 students are not passed the standard.

2. The average of students' vocabulary score before being taught by using Secret Message Game is 63.50. Meanwhile the students' score after being taught by using Secret Message Game rises up, the average is 76.25. It means that students get better achievement after being taught by using Secret Message Game.
3. There is significant different in students' achievement before and after taught by using Secret Message Game. The total scores of post-test are higher than pre-test. It showed by the result of t_{count} is higher than t_{table} ($9.825 > 2.052$).

Hence, from the result above, it can be concluded that there is significant difference in students' vocabulary achievement before and after being taught by using Secret Message Game. Moreover, Secret Message Game is effective in teaching English vocabulary for junior high school.

B. Suggestion

The finding of this research showed that there is significant effect to the students before and after being taught by using Secret Message Game for improving their vocabulary achievement. Thus, the researcher gives some suggestions as follow:

First, the suggestion is for the school, considering that teaching vocabulary by using Secret Message Game is effective, so, it is suggested that the school may

facilitate the teacher in implementing Secret Message Game in teaching learning process.

Second, the suggestion is directed to English teacher, especially teacher of junior high school. English teacher is suggested to teach students by using Secret Message Game for improving students' vocabulary mastery. Also, the use of the game can improve motivation for students to be more active in teaching learning process. In addition, the games serve fun situation which may make students learn material without any burden and getting bored.

Third, the suggestion goes to other researchers. This research is not perfect yet. There are still many things related to teaching of English that possible to be studied further. So, the researcher suggest for other researcher to conduct further research on similar area by improving some methodology or to use it as a reference to conduct a further research related with Secret Message Game in teaching.