CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the conclusions of the research and suggestions related to research results as the final part of this writing. Conclusions are drawn from the formulation of research problems while these suggestions are intended to provide information to English teachers and students about the effectiveness of using Find Someone Who Game in teaching speaking.

A. Conclusion

Based on research problems and hypotheses proposed as well as the results of data analysis and hypothesis testing, it can be concluded that the research is effective because there is a significant difference between student's speaking skills before and after taught using Find Someone Who game in seventh grade at UPT SMPN 2 Kademangan.

Student's ability in speaking before being taught by using the Find Someone Who game is still low so the student's speaking skills needs to be improved. Based on the reserach, student's speaking ability after being taught using Find Someone Who Game is getting better than before being taught using Find Someone Who Game. This can be seen from the post-test scores which shows student's score here is higher than the score before being taught using the Find Someone Who game. Therefore, it can be concluded that the Find Someone Who game is effective for improving student's speaking skills. This game can be used as an alternative tool to stimulate student's practice in speaking.

B. Suggestion

Based on the research findings, it shows that there is a significant difference in the scores of students' speaking ability before and after being taught using Find Someone Who Game. Therefore, researchers try to provide some suggestions to encourage teaching and learning process as follows:

1. For teachers

Teachers must be creative in choosing which teaching media according to teaching materials and learning objectives. Learning media are chosen so that students are more interested in joining class. The selected teaching media must be effective and efficient for teaching and learning process. In addition to attracting learning media must also be easy for students. By applying a variety of learning media, it will prevent students from getting bored. Find Someone Who game can be the most appropriate learning media applied in teaching speaking. Because this game makes students become active in speaking in the classroom.

2. For students

The students have to improve their English skills, especially in mastering speaking skills by using the Find Someone Who game. This game is useful for stimulating them to practice speaking English both individually and in groups, so that students can express their ideas by using English with their friends in a fun way.

3. Further Researchers

The researcher hopes that the next researcher will do a research related to the use of the Find Someone Who game in teaching speaking more detail. Based on research results, the use of Find Someone Who game is effective for teaching and learning languages, especially for improving speaking skills. So that future researchers can conduct research in different fields by using a qualitative research design or class action research to find out whether the Find Someone Who game is more effective or not for teaching speaking