CHAPTER V

CONCLUSION AND SUGGESTION

Based on the description of findings presented in the previous chapter, the researcher presents the conclusion after getting the result of the research, and the suggestion are presented in this chapter.

A. Conclusion

Based on the result of data analysis in the previous chapter, the researcher concluded that:

The students' vocabulary mastery before being taught by using Modified Domino Cards Game is generally low. It can be seen from the score obtained by the students before being taught by using Modified Domino Cards Game that from 35 students, there were one student got score 44 as lower score and two students got score 76 as higher score. The mean score of the student before being taught by using Modified Domino Cards Game was 60.91, and the total score of the student before being taught by using Modified Domino Cards Game was 2132.

The students' vocabulary mastery after being taught by using Modified Domino Cards Game is better than before. It is shown from the score obtained by the students after being taught by using Modified Domino Cards Game that from 35 students, there was only one student got score 56 as lower score and three students got score 92 as higher score. The mean score of the student after

being taught by using Bingo Game was 77.71 and the total score of the student after being taught by using Bingo Game was 2720.

From the statistical computation using Paired Sample T-Test on SPSS 16.0, shown that the score of t was 12.263 with the df 34, the score of level significance was 0.000. Based on the data, the researcher known that the level of significance less than 0.05 (0.000 < 0.05) it means that the null hypothesis (Ho) was rejected, alternative hypothesis (Ha) was accepted. It can be concluded that there was any significant different scores of the students in vocabulary before and after they were taught by using Modified Domino Cards Game.

In conclusion, teaching vocabulary by using Modified Domino Cards Game was effective to improve the students' vocabulary mastery for the seventh grade students at MTs Assyafi'iyah Gondang Tulungagung.

B. Suggestion

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

1. For the English teachers

    The researcher recommended for the teacher to use Modified Domino Cards Game in teaching vocabulary. Besides, the finding can give information as one of the references about an alternative on teaching and learning process, especially on the teaching vocabulary and to produce the knowledge for their teaching. The use of the Modified Domino Cards

Game can give them contribution to successful teaching English and also it can improve the students' interest.

2. For the future researchers

For the future researchers, this research is not perfect yet. This research was limited in teaching vocabulary mastery of the seventh grade students at MTs Assyafi'iyah Gondang Tulungagung. The result of this study can be used as one of the references to conduct their thesis. The researcher hopes for the future researcher conduct similar research by using Modified Domino Cards Game in different context for example using Modified Domino Cards Game to teach listening, speaking, reading, writing, grammar, or pronunciation in order to know more advantages of Bingo Game. So, the future researcher can makes their studies more complete and can use another skill and design.