

## **CHAPTER V**

### **CLOSURE**

#### **A. Conclusion**

The first finding of this research is the teacher's perception towards Kahoot application in teaching and learning English. The teacher thought that Kahoot is cannot used in all of the meetings of her lesson. Moreover, she thought it is only used to assess or evaluate the student comprehension about the lesson and for brainstorming at the beginning of the lesson. The teacher also thought that Kahoot application is not suitable to use for all of the topic or material in the English lesson. She added that it was used for the selected topic. Furthermore, the teacher made the question or quiz in Kahoot application by herself and sometimes she took it from other resources and changed it based on the need. The teacher stated that the students look happy and enjoy during the lesson when they used Kahoot application in the class. For the problem, the teacher said that the main problem is the internet connection and the other problem is the limitation of the students' phone in the class.

The second finding of this research is students' response towards Kahoot application in teaching and learning English. Most of the students in the

ninth grade have positive responses towards Kahoot application. Most students of ninth grade stated that they like and happy to use Kahoot application. They also think the Kahoot application helps them in the learning process. Many of the students feel easy to answer the question through Kahoot application. For the problem, they said it depends on the internet connection, the limitation of the mobile phone and the supported devices like LCD and speaker.

## **B. Suggestions**

Based on the finding of the research, the researcher would like to purpose the following suggestion:

### 1. For English teacher

It would be better if the teacher could always use Kahoot application in the class and not only for selected topic. Even though she could not use it in every meeting, she still can use another application to evaluate students or even to upload the learning material.

### 2. For the school

It would be better if the school especially for SMPN 4 Sungai Tabuk could support all the teachers to use Kahoot application or another

application. So, the learning process is more varied, interesting and easier for the teachers and students in the school.

### 3. For further research

It would be better if another researcher can examine various learning applications especially in game-based learning application such as Quizlet, Quizizz, Plickers, Classcraft and etc. By conducting a research on the learning application, we can find out how the used and how various the response towards the use of applications in the learning process.