

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

The result of developing material was in the form of android game based with a guidance for students and teacher. The researcher had ASSURE steps in developing the material. They are need analysis, development, experts' validation, try out, revision, and final project.

First step is analyzed learners, the researcher found that the teacher and students need a new interesting media to learn vocabulary and also material should provide various activities to develop vocabulary and engage student's motivation. Next step is state the objective, select method, and utilize the media, based on the result of need analysis the researcher designed the material in three units for first unit is about home, second unit is about school, and last unit is about vacation; the next steps evaluate and revise by consulting to experts' validation, the result showed that the program is acceptable as the new media development of English vocabulary material. Then the final product has been ready to apply after some revision done to be used for 8th grade students as a supplementary material for teaching vocabulary skill.

The students view of using English vocabulary game to increase students learning motivation have a positive view, because based on students view, the use of English vocabulary game is effective to increase student's learning motivation.

Most of students have a statement that learning English vocabulary through game is very easy the lesson, and the other advantages of using English vocabulary game based on students view such as “the contents are interesting, the sounds make students enjoy the lesson, the quizzes make the students curious, also the pictures so colorful”.

B. Suggestion

This is suggestion for English teacher, the students and another researcher.

1. English Teacher

This product is in a form android-based game so that it will give more effect for developing student’s vocabulary skill if the teacher guides them and gives more attention when using it.

2. The Students

This product provides a self-study that may be used at home through your phone to improve their ability in vocabulary skill through fun way.

3. Another Researcher

The result of this research and development may be used as reference for other researchers related to designing or using English Vocabulary games.