

CHAPTER V

CLOSURE

A. Conclusion

Following a thorough investigation and analysis in the preceding section, the author offers a detailed summary of the results obtained from the research question. These conclusions outline the key understandings gathered from the extensive investigation and analysis performed as the following description.

1. Integrating Islamic Values into Board Game

Board game was used by integrating Islamic values as the topic of the game; aqidah value, moral value, and social value. Researcher made 5 designs of board games using the mechanics of Snake and Ladder. Then, the games are validated by implement them in learning activity in MAN 2 HST and MA NIPA RAKHA that later proven helpful in the process of learning English by the English teachers. In the following Afterwards, researcher evaluated the games and made some changes in order to improve the quality of the games.

2. Potential Benefits and Challenges

There are potential benefits and challenges in using board game to integrate Islamic values as follows. The students are active on the social aspect, when they are playing with their friends indicated by the interactions among them. The students easily understand the topic as the Islamic values are compatible within their daily life. The learning experience is more fun rather than usual, since the students are more

active being engaged into the activity. Some students have difficulty forming their answer in form of English sentence since their vocabulary is not much developed. Some games take considerably amount of time to play and answer.

B. Suggestion

Along with the research results mentioned earlier, the researcher has also provided the following recommendations for future investigation:

1. For English Teacher

Educators can make use of this research product as a possible resource for learning and teaching activity. Moreover, it can also inspire educators to create new instructional tools.

2. For Students

Students can use the board game to enhance and strengthen their English language skills and knowledge of Islamic values.

3. For Other Researchers

This study allows researchers to delve into various subjects and use it as a reference point. It outlines the steps in creating a game to teach and offering a chance for additional enhancements by other scholars. As a result, teachers and students may experience further benefits from the advancement of educational resources.