

CHAPTER V

CLOSURE

A. Conclusion

After conducting the research and analyzing all the data, the conclusion of the research can be seen as follows:

1. The habit in playing Mobile Legends game on the eighth grade students of MTsN 2 Tapin are 25 of 70 students or 35.71% averagely got score between 52 and 66.
2. Mobile Legends listening proficiency test on the eighth grade students of MTsN 2 Tapin is in excellent category because the mean score of the listening test is 98.76 which is on excellent category according to table of score category. General listening proficiency test on the eighth grade students of MTsN 2 Tapin is in fair category because the mean score of the listening test is 62.43 which is on fair category according to table of score category.
3. There is a positive very low correlation between habit in playing Mobile Legends game and students' listening proficiency on the eighth grade students of MTsN 2 Tapin which is the value of r_{xy} is 0,173. Nevertheless, there is no significant between habit in playing Mobile Legends game and students' listening proficiency, based on the table of correlation with SPSS (Appendix 15), the value of significant correlation or Sig. (2 tailed) is 0.151. It can be concluded that the value of significant correlation (0.151) > 0.05 which means that the variables are not significant.

B. Suggestion

Having known that there is a positive very low correlation between habit in playing Mobile Legends game and students' listening proficiency on the eighth grade students of MTsN 2 Tapin, some suggestions can be presented to:

1. The eighth grade students of MTsN 2 Tapin should study harder, use the media wisely and more seriously in order to improve their English listening proficiency.
2. All of the English teacher should verbally motivate the student to improve their English listening proficiency.
3. The English teacher should try harder to help the students to improve and develop students' listening proficiency. Making some repetitions for the students and ask them to repeat some vocabularies in each meeting.
4. For next researchers, in order to obtain deeper and more comprehensive understanding about the influence of habit in playing games to other skills.