

CHAPTER V

CLOSURE

A. Conclusion

Based on the description and data analysis in the previous chapter, it can be conclude as follows:

1. **Communication games used by the trainers in teaching speaking at MEC English Syariah Banjarmasin**

Learning and teaching using games in MEC English Syariah the concept from the start is e-fun learning, so the use of games really needs to be used and when using games members are usually more focused and more enthusiastic when learning. Using games is also more interesting because it can train the concentration of the members. The games are Guessing Games, Whispering Games, and Repetition Games.

2. **The members responses of the use games in teaching speaking**

In the opinion of some members about learning to speak using games is very effective because it does not make learning become bored, they enjoy learning to use these games. however, they find difficulties in learning speaking using games that they are difficult to express, difficult to pronounce into English when they do not know the vocabulary so it is

difficult to distinguish and interpret it, and on average they answer the difficulty is in its pronunciation.

According to the members of the game they like the most among the three games is Whispering Games, most of them prefer whispering games because these games have more severe challenges, which must learn to focus in order to convey sentences to other friends, must be able to understand the meaning and sentences is in the game so that you can remember and convey correctly and correctly and of course remember more vocabulary.

B. Suggestion

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

1. For teachers and trainers at the school or course who want to teach techniques of speaking use games, because based on the finding of the research some of the Guessing, Whispering, and Repetition games are more interesting for the teaching learning process. So they can consider what games are chosen to teach in the classroom.
2. The next researchers will be better if they can examine various games, because the next researchers are expected to be able to research or use games for learning of consumptive behaviors that are broader and deeper.