

CHAPTER V

CLOSURE

A. Conclusion

Based on the findings of the researcher, the researcher would like to purpose of the following conclusion:

1. Based on the results of the interview and supported by questionnaire, student's perceptions on the use of Hello English is only a little perspective on the disadvantages of Hello English amount 20%, most of them perspective of Hello English has advantages amount 80% that is: features provided is complete in learning English, so that they can learn new things in a day, the app good for beginner, the game is fun, and it can use everywhere and anytime.
2. Based on the results of the interview directly, the impacts of Hello English towards the student's vocabulary in learning general are; easy to learn English vocabulary through game in Hello English, Hello English helps students to memorize the vocabulary, Hello English application makes them increasing vocabulary, Hello English helps students to know meaning of vocabulary, Hello English helps students to pronounce English correctly, Hello English makes motivation

student to learn more English, and learn creatively in acquire new vocabularies.

B. Suggestions

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

1. For English teacher

The researcher hopes the teacher can utilize Hello English application for help English students through features that provided in the game.

2. For students

The researcher hopes and expects, they should keep learning because to understand in English is enrichment your vocabulary.

2. For the next researcher

For the next researcher suggested to same research about Hello English application in other place to compare this research with their research and other technique of the research.

