

CHAPTER V

CLOSURE

This chapter presents the study's conclusions and suggestions for the people involved and other researchers for possible further studies in a similar field. Firstly, the researcher provides conclusions from the discussion described in the previous chapter. Afterwards, the researcher considers the findings, discussions, and conclusions to develop suggestions for implementing gamification in education.

A. Conclusion

Based on the discussion of the findings, there are several conclusions as follows:

1. The researcher found that there are ten steps to implementing gamification for teaching grammar at the local 97 Language Development Unit. These steps have some similarities with the theory put forward by previous researchers. The ten steps in implementing gamification for teaching grammar at the local 97 Language Development Unit are arranging the material into different stages and tiered systems, preparing the necessary devices, monitoring student progress, dividing students into several groups, using a countdown timer on several quizzes to create fake pressure, create a new situation if a game process is unsuccessful, include a leaderboard that displays all students' performance to encourage a spirit of competitiveness and teamwork, development of students from the feedback given by the

teacher, encourage healthy competition to motivate students, and gamification is used on an ongoing basis.

2. Based on student responses, this study finds that there are five main responses from students, which contain the advantages and disadvantages of learning using gamification, feel happy and not easily bored, motivated to focus on learning, easy to work well with friends, satisfied with the results of the game, and disappointed with the unstable internet signal.

B. Suggestion

1. For English teachers, it is advisable to apply gamification with various applications in teaching grammar. Using gamification in teaching grammar can make learning grammar more fun and interesting for students.
2. For English Education Department students who will become future teachers, gamification is recommended in teaching grammar. Nowadays, students are very attached to technology and the internet, so future teachers must be able to make learning grammar not boring for students by using gamification.
3. For other researchers, it is suggested to dig deeper into gamification in other fields, and there are still many gamification applications that can be researched in the future.