

CHAPTER V

CLOSURE

A. Conclusion

Here the author will conclude the results of the research obtained in the same direction as the research question determined at the beginning, namely “how are teaching strategies to develop students’ interest?”.

Of the 6 strategies above, there is only 1 strategy that is best used so that many students are indirectly interested in learning English, namely Game-Based Learning. This strategy covers all levels of learning, from young learners to the university level, even this strategy can be done online and offline, for example if it is done online we can do it with Quizziz, Scrable, Google classroom, website links and others. Meanwhile, examples of games that are used offline include; pocket charts, quizzes, word links, memory games and more.

B. Suggestions

First, the author advises himself so that he can maximize whatever tasks have been carried out and don't like to complain about whatever the problem is.

Second, the author advises teachers to better see, understand and study what is needed from their students. If the students seem to be no longer interested in your material, make the material you provide in a fun way not by giving assignments that burden students, because students who are less interested will become disinterested and interested students will become less interested if the learning process is less interesting.

Finally, the author suggests for the next researchers to be more detailed in providing research data in terms of what media the teaching staff uses, where they carry out the learning process, how the learning process runs and even better if you master all the strategies you want to research.