

CHAPTER V

CLOSURE

The research's conclusions and recommendations are provided in this chapter. Initially, the researcher draws conclusions from the findings and discussion in the previous section, namely kahoot application as an alternative english learning strategy for university students. Additionally, the researcher offers recommendations for taking into account in the findings, discussion, and conclusion.

A. Conclusion

The researcher gets results from the study's findings about kahoot application as an alternative english learning strategy for university students as follows:

1. First, Kahoot has the advantage that students find learning using Kahoot more fun, can influence motivation participation and interaction in the learning process, help develop critical, collaborative, and creative thinking skills, easy to use, students also think it is easy to comprehend learning materials and students feel more faster to Understand lesson when learning using Kahoot.
2. Then the disadvantage of Kahoot is that Unstable or Slow internet connection, it is only effectively used for learning evaluation and effective if there is supervision from the teacher, Limited number of letter in the form of questions and answer, Also Kahoot is not a learning media forever or learning media at every meeting but Kahoot as a learning media that is used as needed

and the limited equipment loaned by the school which makes learning unable to run smoothly.

B. Suggestions

According to the conclusion above, the researcher recommends:

1. Schools

Schools are expected to maintain and improve facilities and infrastructure to support the student learning process.

2. Teachers

Teachers are expected to improve learning using various learning media.

3. Students

Students are expected to follow learning well, so that the learning process runs well.

4. future researchers

For future researchers, the results of this study can be taken into consideration and can be proposed or developed for further research