

CHAPTER V

CLOSURE

A. Conclusion

Based on the results of data analysis and discussion presented before, it could be concluded as follows:

The influence of Fast Hands game in learning vocabulary was seen in test result I and test II which in the first test there are 12 students who answered correctly 18 items about while on test II as many as 20 students who correctly answer 20 items or all true questions. The results was seen in the comparison of the results answered correctly on test I and test II. The use of Fast Hands game in learning vocabulary can increase students' activity in class with average score of 71.49% and 79.32% including active category. The result of the hypothesis is that there is a significant influence of the use of Fast Hands game to students' motivation in learning vocabulary of VII graders at MTs Kebun Bunga Banjarmasin.

B. Suggestion

Based on the research that has been done, there are some suggestions that can be used as a consideration for the use of Fast Hands game media so that it can obtain better results. The suggestions are as follows:

1. MTs Kebun Bunga Banjarmasin can utilize Fast Hands game media as an alternative to improve the students' motivation in learning English vocabulary in the classroom.
2. In learning English, teachers are expected to utilize media that can support learning such as the utilization of Fast Hands game media in English vocabulary material.
3. Fast Hands game media is effectively played one person because this game has a high concentration but can also be played by 2 people in turn because the game has a lot of vocabulary content.
4. In teaching and learning teachers should use a variety of teaching methods so that students do not feel tired in learning, especially English subject.
5. The school should provide a computer lab room so that students can learn with media technology and other learning media available in the computer.