

CHAPTER V

CLOSURE

A. CONCLUSIONS

Based on the analysis of the data in this research, it can be concluded that there is a significant difference between the students' vocabulary achievement taught by using Indonesia Pintar Game in the experimental class and without using Indonesia Pintar Game in the control class.

1. Improving vocabulary using Indonesia Pintar Game is effective to the tenth grade students of MA Al-Istiqamah Pekapuran Raya Banjarmasin. It can be seen from the students vocabulary mastery by using Indonesia Pintar Game is higher than the students vocabulary mastery without using Indonesia Pintar Game.
2. There is a difference in Mean value from Pre-test and Post-test result. The Mean of Pre-test result is got value equal 71,59 and Mean of Post-test equal to 85.79. from result of data processing there is increase of value between before and after using Indonesia Pintar game in learning Vocabulary.

B. SUGGESTIONS

From the conclusion above, the writer would like to offer some suggestion to be considered by English teachers, students, and the next researches.

1. For English teachers

a. English teachers should be able to create relaxed atmosphere in the process of teaching and learning of vocabulary in the classroom

b. English teachers should be more creative to use various methods, so that the students will not get bored and interested in learning vocabulary. The teachers should also give students motivation to learn English seriously.

2. For the Students

a. The students should pay attention to the teacher's explanation about the lesson and participate in the knowledge of learning vocabulary through Indonesia Pintar Game.

b. The students have to Practice their vocabulary in written and oral communication, because it can help them enrich their vocabulary.

c. The students should be more active in teaching learning process. They should study continually in the classroom and in their house. They don't need to be afraid to study English. Indonesia Pintar Game can help students to express their creativity and memory about something.

3. For the next Researchers

a. Hopefully, the other researcher can take several advantages from this research. Based on the description above, the writer would like to suggest the other researchers that the result of this experimental research can be used as additional reference for the next research.