

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter has two main parts, namely conclusions and suggestions from the research on the use of Kahoot game to improve students' vocabulary at SDI Lasiana. In conclusion present the findings of this research based on the data analysis while in suggestions present the suggestion for English teacher and the suggestion for the further research.

5.1 Conclusion

Based on the research data, the researcher concluded that the use of "Kahoot game" can improve the vocabulary of students in class VI.D SDI Lasiana. This can be seen from the average score of students who increased from the average score of pre-test and post-test. In the pre-test, students scored 56 while in the post-test students scored 95. The pre-test standard deviation was 7,47 while the post-test standard deviation was 9,76 and the improvement percentage was 69%. The significant value of the t-test is 3,01. The degree of freedom (df) is 25 (26-1) and the t-table was 2.787 The t-test value is greater than t-table and it can be concluded that there is improvement of students vocabulary using Kahoot game at SDI Lasiana. Therefore, (Ho) was rejected and (H1) was accepted.

The researcher concluded that the use of Kahoot game can improve students' vocabulary, this is evidenced by the students' post-test score which is higher than the pre-test score, from 56 to 95. Therefore, it can be concluded that the use of Kahoot game is very effective in improving students' vocabulary.

However, due to the absence of a control class as a comparison group in this study, the observed improvement among the students cannot be solely

attributed to the method used by the researcher. Therefore, the findings of this study are considered inconclusive and subject to various limitations, hence not comprehensive.

5.2 Suggestion

After finding the results of improving students' vocabulary skills through the use of Kahoot game, the author would like to give suggestions to English teachers, students, and further research.

1. For students

Kahoot could be one of an alternative to help them to motivate in learning English and improve their vocabulary mastery. Students must always maintain the vocabulary they have by applying or practicing it in English to improve their skills and knowledge. Students are expected to always play Kahoot in any free time they have, because Kahoot provides features in the form of questions that are ready to be played or answered. Students only need to type in the vocabulary theme they want to answer in the liquid on the Kahoot application.

2. For teachers

Teachers must be able to know and understand the level of in learning English, especially in vocabulary acquisition. In addition, teachers should also be able to be a good medium for students. Kahoot can be one of the alternatives that teachers can use to motivate and improve students' vocabulary. Because Kahoot is an online game where students can play it through the computer lab provided by the school or their mobile phones. Teachers can make their lessons more interesting. Students become more

active in the lesson, find an easy and more fun way to improve their vocabulary.

3. For the futher researchers

The researcher hopes that future researchers can develop this method (Kahoot game) better and more interesting. They should also learn to organise their lessons more interestingly in Kahoot, for example in terms of placing pictures in each question that will be given to students, managing time well so that the teaching and learning process is more effective. The researcher hopes that the results of this study can be an additional reference for future researchers. Finally, it is hoped that Kahoot can be an idea to conduct other researches and it is also hoped that there will be improvements and development of improvements and development of vocabulary strategies to improve English language teaching and learning methods.