

## **CHAPTER V**

### **CONCLUSIONS AND SUGGESTIONS**

#### **A. Conclusions**

Based on the result of development research “Developing Scrabble Wall (Combination between Word Wall Game and Scrabble Game) for students’ vocabulary learning” using research and development (R&D) methods, the following conclusions can be drawn:

1. The development of a Scrabble Wall media

The development procedures in this research use the model of research and Development method from Borg and Gall and the model of this research used ADDIE model proposed by Rosset with five stages namely: Analysis, Design, Development, Implementation and Evaluation. In designed a scrabble wall, the researcher designing the cards, the rule of the game and how to play the game does not leave the function of the purpose of the scrabble wall itself. The cards design by Microsoft word and printed in printing place. And now the scrabble wall can be use as learning media and become interest thing.

2. The feasibility of scrabble wall

The feasibility of scrabble wall has been proven by 2 expert validator (media and material) and teacher response after using the scrabble wall. And the students’

vocabulary mastery there was increasing, it can look from the result of pre-test and post-test. From the mean score 49,28 up to 83,84 and from one person got excellent score in pre-test, then improve to be dominant score in post-test

From the results and discussion above, it can be concluded that the Scrabble Wall media was feasible to use in the learning English vocabulary. This can be seen by the acceptance of the proposed hypothesis namely there is the feasibility of using scrabble wall learning media for students in learning English vocabulary. The scrabble wall has succeeded made improve students' vocabulary mastery.

## **B. Suggestions**

Based on the results of research and discussion, the researchers provide some suggestions as follows:

1. For teacher

In order to use the scrabble wall media in learning English especially in vocabulary learning, from learning using scrabble wall, students will improve vocabulary mastery, by arrange the word become a sentence. So, the students can implement the students centered learning in the class, and teacher also using a new media for learning English.

2. For students

Using scrabble Wall to learning vocabulary, for make it interest when learning while playing, and also can improve vocabulary mastery.

3. For further researcher

The researcher hopes that the further researcher can add references to the developed learning media such as in pronunciation using scrabble wall in the same cards and more varied learning media design and make it more interesting.

4. For students of English education department

For those who take the thesis on research and development, you will satisfied on the result. So don't worry to done it well. And be proud of your self.