

CHAPTER V

CLOSING

A. Conclusion

Based on the results of the research and discussion that have been described, the following conclusions are obtained:

1. Pictionary game media is declared effective in improving vocabulary outcomes with an improved value of 63.62%. The result of paired sample t-test significant value is $0.00 < 0.05$. And the statistics indicate that $df(59)$ in significance 5% t_{table} is less significant than t_{count} . $t_{count} = 3.112$, $> t_{table} = 1.671$. The results of these calculations show that $t_{count} > t_{table}$, which means the average value of the experimental class better than the control class. Indicating that the use of media Pictionary game for vocabulary development in grade VII A as an experimental class is effective.
2. The researcher held 3 meetings to examine how well the Pictionary game learning medium improved students' vocabulary. Pupils are encouraged to participate actively in the classroom learning process by using the media Pictionary game. To help pupils retain information and prevent boredom, this media is game-based. There are 3 meetings must be taken when playing the game Pictionary in a

classroom, the first meeting, for every word the teacher says, a student is tasked with drawing or illustrating it. The team with the most words correctly guessed in the shortest amount of time wins. Students can open the dictionary to answer the picture after each guessing task. And the second meeting, Pictionary game was then used to continue the discussion of the goal classroom material (articles a/an) for each student in each group. List some vocabulary words on the whiteboard. from the previous lesson. And the last meeting, the researcher modified the picture guessing game into a competition, in which the students were divided into 3 teams and competed to guess the vocabulary. This investigation aims to ascertain whether or not the Pictionary game learning approach improves students' vocabulary.

B. Suggestion

After completing this study, the researcher gained a lot of knowledge about the English teaching and learning process. Therefore, the researcher offers the following advice:

1. The principle of SMP Negeri 2 Cimanuk, is to encourage teachers, particularly English teachers, to teach as effectively as possible by maximizing the use of the Pictionary game method or another game method in teaching English.

2. To the students:
 - a. The researcher expects that the students would be very motivated to improve their English and will have good self-confidence in studying, particularly in vocabulary.
 - b. Students should be aware that expanding their vocabulary need not always be challenging because it may sometimes be fun and simple.
 - c. Further researchers: The researcher is hoping that additional researchers who are considering performing a study similar to this study will discover the broad impacts of these strategies on other researchers.