

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

The researcher concludes this research to answer the formulation of the problem. The conclusion is based on the data finding and hypothesis testing:

From the data analysis, the vocabulary teaching through Uno Stacko game can improve vocabulary in young learners. This can be seen from the t-test result ($1.889 > 1.746$) which is higher than the significant level. The percentage effect of UNO game in improving vocabulary is also high. Based on the calculation of Cohen's d Effect Size, $d = 1.32$ was obtained, which means that based on Cohen's Effect Size Criteria Table, the use of UNO Game has increased students' vocabulary with moderate criteria by 90%. This means that there is a significant difference between young learners' improvement in vocabulary acquisition taught with Uno Stacko game and without Uno Stacko game. It is conducted that , the Uno Stacko game can be applied of vocabulary learning and it can make young learners more active in learning activities. Uno Stacko game is an effective and appropriate media to be used in vocabulary learning. In the classroom, young learners can be more active in learning. Followed by group learning, the young learners were divided into two groups and

given Uno Stacko in each group. They played the game and named each word they got from stacko. The young learners took turns playing the game by pulling a stack and placing it on the top. There is a number and a color on each stacko. Each time the young learners pull the stack, they have to say the word in English. They are motivated to give their best and support their team to collect as many words as possible.

B. Suggestion

The researcher also suggests the school, the English teachers, and further researcher to improve English learning especially in vocabulary mastery and to improve the next advance research:

1. For schools

Schools should encourage teachers to utilize the available facilities and infrastructure for learning and motivate them to choose appropriate and engaging learning media, such as UNO Game, to teach the material effectively.

2. For English Teachers

Teachers must enhance their knowledge on suitable and engaging learning media, as it plays a significant role in enhancing student learning outcomes. They should be capable of selecting and creating effective learning media to avoid monotony and sustain students' engagement during the learning process.

3. For Further Researchers

For further researchers, it is hoped that this research can be useful in conducting research activities related to the use of learning games in the process of learning activities in English subjects, especially vocabulary.