

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:

1. There is an influence on using cartoon movie as a media toward students' vocabulary mastery at the seventh grade of SMPN 2 Kota Serang. It can be seen that the t-test result (3,373) is higher than the significant. The percentage of cartoon movie effect in teaching vocabulary mastery is also high. Based on the calculation of Cohen's *d* Effect Size, it gains $d=0,78$ and it accomplish become 0,8 means based on the table 4.11, the use of cartoon movie as teaching media for vocabulary mastery has a high criterion (79%).
2. Based on the researcher questionnaire and interviews with the students in class VII.1 SMPN 2 Kota Serang, it shows positive responses towards this teaching media, where the students find it easier to understand and remember new words and feel more interested and active in the learning process. The questionnaire shows that students who respond positive on average are 94.59%, which is very much compared to students who response negative, only 5.41%. By using this media, students can not only learn the

formal vocabulary but also the slang words that are commonly used in everyday conversations. The use of cartoon movies in teaching noun and adjective also helps students understand the concept in a visual and interactive way, making the learning process more engaging and effective.

3. Before the researcher gives treatment to both the experimental class (VII.1) and control class (VII.2), the researcher finds that the mean (average) pre-test score of the experimental class is 49.51, in contrast with the control class, the mean (average) pre-test score is 55.57. It can also be found that the lowest pre-test score in the experimental group is 28, while the lowest score of pre-test in the control group is 32. Pre-test scores in the experimental class peak at 76 while they peak at 80 (control class). After the researcher gives the treatment to both the experimental class (VII.1) and control class (VII.2), it can be found that the experimental class's average post-test score is 69.51, while the control class' average post-test score is 63.03. The lowest post-test score in the experimental group is 44, while the lowest post-test score in the control group is 32. The experimental class has the highest post-test score of 88, whereas the control class has the highest post-test score of 84. It

can be concluded that after using cartoon movies, the students' score of vocabulary mastery has positive improvement.

B. Suggestion

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 cartoon movies, 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 cartoon movie in the process of learning activities in English subjects, especially vocabulary mastery.