CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

In this chapter, the writer would like to conclude the research based on the data obtained and the statements of problem submitted in the previous chapter.

The research findings show that scrabble game is an effective learning media for teaching vocabulary and scrabble games can also increase student learning motivation because scrabble games are games and students really like games, by using scrabble game the students can play and learn. The use of scrabble in learning vocabulary builds a positive learning environment for students and is perceived positively by students.

The advantages are the scrabble can make students concentrate on material creatively and can exchange points of view, the teacher can provide a fun learning atmosphere and is able to attract students' attention and interest in learning vocabulary. When teacher using scrabble game in teaching vocabulary the student more enjoyable in learning vocabulary.

The disadvantages are the students who were not focused because students chatted outside of learning and at the beginning of learning students still look difficult because scrabble media is still new for them and to use scrabble game the teacher need more time because the are many steps to play the scrabble game.

B. Suggestion

After conducting the research and getting the findings about teacher's perception of the scrabble game media use to teaching students' vocabulary, the researcher would like to give several suggestions to teachers, students, and the other researchers.

1. For the teacher

a. In vocabulary learning process, teachers must prepare Lesson Planning which includes active learning activities.

b. The teachers also must build students' schemata before the vocabulary learning begins.

2. For students

a. Students should use scrabble game for learning things and more effectively.

b. Students should more interact with native or English speaker to interact new word.

3. **For another researcher**

The next researcher can conduct research about scrabble game and why students more attractive in scrabble game than other game for learning English vocabulary.