CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on hypothesis testing, the hypothesis test used is independent sample t-test. The Independent sample t-test is used to determine wether there is a difference in the average of two unpaired samples. The main requirements in the independent sample t-test are normally distributed and homogeneus data. An according to the output above, From the table above the result of t-count independent sample t-test was 2,737. While t-table was 1,672. Then t-count 2,737 > 1,672. It's mean the hyphotesis is accepted. Then It can be concluded that There is a significant difference in students' speaking skills between those taught by Taboo game (experimental class) and those taught without using taboo game (control class).

In addition, there is an influence of using Taboo game media on the speaking skills of eight grade students of Mts Al-Hidayah. it is conclued that after treatment using taboo game media, students are in the very good category.

B. Suggestion

Based on the result of this research, the researchers proposed suggestion as follows:

1. For the Teacher

   English teachers can use taboo game as a media in teaching English especially in teaching speaking. Teachers should prepare something that attract student's atention in the class and makes students interested. Teachers can aply Taboo game with various interesting topics according to the material studied.

2. For the students

   The students should change their mindset that learning english is difficult. The students should also be more confident when speaking, learn more about pronunciation, grammar, and memorize vocabulary because it is important to be mastered. Taboo game is one of media that can be used to improve speaking skills

3. For the researcher

   The researcher concluded that the result of this research is the use of Taboo game media has a significance effect on student's speaking ability. For further rearchers, the results of this study can be an additional reference for various discussion of researcho n the use taboo game media in other language learning.