

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the results of the research and discussion in the previous chapter and research problem, the authors can draw the following conclusions below:

1. It can be concluded that the In order to improve students' vocabulary, the researcher wants to introduce the application of movies as a medium for teaching vocabulary. The researcher aims to make it easier for students to improve their vocabulary mastery. The following are the steps for learning vocabulary through a short cartoon video. The target of population in this research was conducted class VII students of Mtsn 1 Kabupaten Serang there are 60 students in class VII which consist 30 students from class VII-A and also 30 students from class VII-B so that researcher have the desire to test their students' interest in English learning media using video cartoon films to increase students' vocabulary.
2. The results that have been carried out using the T test in the previous chapter have shown a significance value of $0.00 < 0.05$, which means H_0 is rejected and H_a is accepted. In the Mann Whitney test for the

control class above, it can be seen that the significance value is $0.000 < 0.05$, if the probability value is smaller than 0.05 then the hypothesis is accepted or H_a is accepted. In the experimental class Mann Whitney test above, it can be seen that the results of the significance value are $0.000 < 0.05$, if the probability value is smaller than 0.05 then the hypothesis is accepted or H_a is accepted.

This analysis supports the hypothesis that integrating cartoon videos into the learning process positively impacts vocabulary development, highlighting the effectiveness of multimedia resources in educational settings.

Through cartoon video media, children are able to mention the names of objects, this is because it can clarify the message to be conveyed to children and can help children understand learning. Through cartoon video media, students are accustomed to listening to new words so that children are able to understand the properties in cartoon videos.

B. Suggestion

Based on the conclusions that have been described previously, the suggestions that can be used as consideration or input In vocabulary students through cartoon video are as follow:

1. For English Researcher

- a. English researcher are expected to be able to utilize technology by choosing or creating more creative and interesting learning media, so that they can create a fun learning atmosphere for students.
- b. The use of learning media would be better adapt to the characteristics and interests of students.
- c. Researcher s should be able to create a conducive classroom atmosphere, by closing and locking the classroom door during learning there are no students from other classes to disturb.

2. Students

- a. Students should make more use of technology more effectively to learn English to improve everyday vocabulary so that students become motivated to learn English.
- b. Students can improve their English language skills by read vocabulary and listen to lots of English songs children so that they can improve students' English language skills.
- c. It is hoped that students can learn vocabulary at home using cartoon videos so that their English language skills become stronger

3. For other researcher,

It is hoped that the results of this research can become reference material for other researcher. So that we can conduct better research by using or creating learning media that are more creative, innovative and interesting for students in increasing their English vocabulary.