

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

In this chapter, the writer would like to conclude of the research based on the data obtained and the hypothesis submitted at the previous chapter as follow:

1. Before the writer gave treatment both of experimental class (XI) A and control class (XI) B, the writer got mean score of pre-test from experimental class was 62,12 and control class was 55,45. It means that the students' vocabulary in MA Miftahul Ulum Kragilan, at second grade taken as sample of the research have relatively same both experimental class and control class. After the writer giving treatment by using online games for XI A as experimental class and without online games for XI as control class, the writer got mean of post-test score from experimental class was 75,70 and control class was 65,75. It can be seen that students' vocabulary skill got different increase. Experimental class got higher increase after giving treatment than control class.
2. The use of online games as a new method to improve students' vocabulary in MA Miftahul Ulum Kragilan, has been showed that means score from experimental class after giving treatment as

new method got higher score than control class (75,70>65,75). In addition, the writer got the result from the calculation that the value of the t_o is 4,85 and df is 46. According to t-table as degree significance of 5% = 1,67 in degree of significance 1% = 2,41. After that the writer compared the data with t_t (t table) both in degree significance 5% and 1%. Therefore $t_o:t_t = 4,85 > 1,67$ in degree of significance 5% and $t_o:t_t = 4,85 > 2,41$ in degree of significance 1%. it means that H_a (alternative hypothesis) of the result is accepted and H_o (null hypothesis) is rejected.

Based on the fact above , the writer can summarize that the use of online game has significant effect to increase students' vocabulary in MA Miftahul Ulum Kragilan.

B. Suggestion

Based on conclusion above, it can be delivered some suggestion that might be useful. The suggestion are for teacher and students. As a follow:

1. For Teacher

- a. The writer hopes to be the one of some alternative in improving students' vocabulary skill by using online games.

- b. In studying vocabulary at the classroom, the teacher is hoped more creative in teaching students to increase teaching learning process and make students active in learning.

2. For School

It will be beneficial for school in giving beneficial contribution of the improvement of the quality of the educational in the school. Therefore, if the school has a good quality of course the society will trust and believe it and they will be motivated to register their children to the school.

3. For Students

- a. The students should practice a lot of vocabulary skill, especially in speaking to more correct about aspect of speaking skill like accent, grammar and vocabulary.
- b. This media give students opportunity to think critically and also requires the students to be active.

4. For Other Researcher

The writer hopes that this research could be one of the references in conducting some research for better result.

