

CHAPTER V

CONCLUSION AND SUGGESTION

This Chapter described the conclusion of research and suggestion about descriptive qualitative of the using gamification strategy with picture puzzle in teaching speaking skills in the classroom.

A. CONCLUSION

The objective of teaching speaking skills through gamification strategies using picture puzzles at SMPN 228 Jakarta is to investigate how gamification strategies using picture puzzles are applied in teaching English speaking skills in the classroom, and to explore students' perceptions of the learning process when gamification strategies with picture puzzles are applied in English speaking skills classes. This process involves four main stages: preparation, introduction and explanation of the rules, main activity, and reflection and feedback.

Meanwhile, for students' perceptions toward gamified learning were highly positive. There were seven main patterns from the overall results of the student interviews, which showed that students experienced, they are: increased motivation and enjoyment of learning, increased confidence and fluency in speaking, improved vocabulary and pronunciation, enhanced story comprehension through visual support, students enjoyed collaboration through social interaction, student challenges in implementation, positive perceptions and willingness to use this method again.

Overall, gamification is an innovative and effective learning strategy for increasing students' motivation, language skills, their engagement in English language learning. The success of this method is

marked by students' positive perceptions and their desire to continue using gamification in learning. Therefore, gamification is worth considering as an alternative method of teaching English that can provide an interesting and interactive learning experience.

B. SUGGESTION

1. To students

In learning English, especially in speaking, students should be more motivated to learn, students are advised to be more active in participating in speaking activities in class, students should be able to understand important aspects in speaking such as pronunciation, grammar, vocabulary, fluency, and comprehension so that their speaking skills are much developed.

2. For teachers

English teachers can apply interesting language learning methods to teach students about English speaking skills, with varied learning methods students will be more eager to learn and not easily bored, teachers can build or stimulate students to speak English in class. So that it can make the English learning environment more enjoyable and can help students to enrich their language skills and increase confidence in speaking.

3. For Researchers

Future researchers are encouraged to conduct further studies on gamification by applying different types of games or media to enhance students' speaking skills. It is also recommended to use a larger sample and a longer research duration to obtain more comprehensive results. Additionally, future studies could examine how gamification influences students' self-confidence, learning

motivation, and communication competence over time, providing deeper insights into its long-term educational benefits.