

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter presents conclusion and suggestion of the research. Conclusion is summarize the result of the discussion based on the research problems. so, it summarize about an analysis of application of kahoot games in teaching English. While, the suggestion is the researcher recommendation based on the result of the research for having better result on an analysis of application of kahoot games in teaching English.

#### A. Conclusion

According to Gardner and Tamir (2006: 48) the term interest is usually rather than other interest is a very specific type of attitude: when we are interested in a phenomenon or activity, we are favorably inclined to give it and give time to it.<sup>1</sup> According to Yefim Kats' books E-learning is used by educational institutions to have various characteristics. We can open a wide matrix of two axes: one is "educational institution", the other is "use of e-learning systems". The use of E-Learning systems range from scenarios using files, to stimulation of complex procedures, to full-fledged distance

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<sup>1</sup> Ricardo Thrumper, "Factors Affecting Junior High School Students' Interest in Physics", 48.

learning course, where all interaction are exclusively online.<sup>2</sup> Based on those theories the researcher conclude:

1. Based on interviews, students are very happy to learn using kahoot. learning to use kahoot also makes it easier for them to memorize vocabulary. The teacher also feels happy because he sees his students also happy when studying. The teacher said kahoot can enhance student vocabulary, because when they learn they feel fun, and happy. Being happy when learning makes students achieve anything easier so they will easily get new word vocabulary by using kahoot. Kahoot can enhance student vocabulary retention.
2. Based on observation, there are some activities and class atmosphere when learning using kahoot: the first students are more attractive in the class, they are completing and interacting with each other. The second the student seemed to enjoy and fun while the learning process took place. The third student seemed to focus and pay attention to every question that appeared on the screen. The fourth after answering students express their ability to answer questions by dancing and occasional teasing friends. The fifth at the

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<sup>2</sup> Yefim Kats, *Learning Management System Technologies and Software Solutions for Online Teaching: Tools and Application*, 59.

end of the session the teacher asks what vocabulary they get, and students mention it one by one. This proves students pay more attention and focus when learning to use kahoot.

3. Based on questionnaire, there are several reason why the students' satisfied learning English especially vocabulary using kahoot :
  - 1) Students feel happy when learning English especially vocabulary using kahoot.
  - 2) Students feel comfortable when learning English especially vocabulary using kahoot.
  - 3) Students feel enjoy when writing learning English especially vocabulary using kahoot.
  - 4) Students find a new learning environment on kahoot.
  - 5) Students feel kahoot can explore their vocabulary retention
  - 6) Students feel learning using kahoot is not monotonous.

So, from some of the reasons above, it can be concluded that students have a good interest so that students' interest and satisfied learning English especially vocabulary using kahoot.

## **B. Suggestion**

Based on the result of the research findings the research would like to give some suggestion for the following people:

1. For English Teacher

Each student has different abilities but each student must have an interest in developing. What a teacher needs to do is know what students need so that student interest can be increased to learn English that a teacher teaches. The teacher must be able to keep up with the times in balancing classroom teaching and modeling now but also must be able to filter it before applying it to the media of learning in the classroom. The student must be given stimulation to provide an effect of interest in a learning course the role of a teacher must be prepared to be responsive to understand all the conditions of students.

2. For Researcher

For the other researcher who want to conduct a research about an analysis of application of kahoot games in teaching English, the result of the study can be used as an additional reference for futher research with different discussion domain of an analysis of application of kahoot games in teaching English. There is some part not perfect yet. The other researcher can research to know the students' perception using kahoot.

### 3. For the Headmaster

For the school principal it is an obligation to carry out school activities as well as possible - to be a school principal who is broad-minded, wise, in making decisions, carrying out basic tasks and functions, which can be the basic foundation in carrying out work activities and can motivate all academicians who at school.

### 4. For Committee

School committees can supervise the work of school principals in providing policies in determining a regulation in school. consider some policies that can have a positive effect on the progress of education.

### 5. For Education Authorities

For the education office, it can adjust the curriculum and material according to the abilities of schools, teachers, and students. Providing ongoing socialization to teachers so they can take advantage of the technological advances that are developing at this time.