

CHAPTER V

CONCLUSIONS AND SUGGESTION

A. Conclusions

The conclusion based on the research problems which were about what students' perception toward the use of kahoot in learning phonology and how to improve the use of kahoot in learning phonology. It can be conclude that:

1. From the result of the data, the researcher conclude from all answers on close-ended questionnaire, the researcher found that most of the students had a positive perception toward the use of kahoot in learning phonology. These findings were supported by the data from questionnaire there were 25,53% answered strongly agree, 47,99% answered agree, 19,92% answered neither agree or disagree, 5,61 % answered disagree, and 0,95% from the total of the respondents answered strongly disagree. It means that the most students felt that the use of kahoot in learning phonology really helped in learning with fun way. Therefore, the researcher could also find out what made the students had a positive perception toward the use of kahoot in learning phonology. Based on the data, kahoot helped the

students not only on how to learn with fun, but also on how to be motivated and to learn the material deeper in learning phonology. The researcher got information that the use of kahoot could help the students in the introduction of the material and learning the material in phonology. However, the use of kahoot also motivated students to learn more about phonology materials. But, there are 5,61 % answered disagree, and 0,95% from the total of the respondents answered strongly disagree on the use of kahoot in learning phonology.

2. According to interview data that the researcher obtained, the first thing that should be improved when using kahoot in learning phonology was the media, which was the internet connection. The data showed that the unstable internet connection becomes the most problem that occurred when playing kahoot. The second thing that should be improved on the use kahoot in learning phonology was the frequency of the usage. According to the data the respondents stated that kahoot should be used more often for phonology class. And the thing that should be improved was the students' knowledge because students' knowledge also effecting the use of kahoot in learning phonology.

B. Suggestion

After concluding the study, the researcher would like to give several suggestions to the phonology lecturer in order to motivate students interest to learn more in phonology subject. Furthermore, the researcher will also give several recommendations for future researchers who aim to conduct a study about kahoot. The recommendations that the researcher will give can be seen as follows.

1. Suggestion for phonology lecturer

The researcher will suggest that the use of kahoot in learning phonology should be more often. The researcher also hopes that the lecturer will motivate students to learn more in phonology class with kahoot. The lecturer can give variations of the question that relates to the material that will be discussed with kahoot to help the students understand the material more and also learn in a fun way.

2. Suggestion for students

The students should be focus on learning phonology. Kahoot can motivated students to learn the material deeper in learning phonology. Although not using kahoot the students also have to increase the material of phonology.

3. Suggestion for Future Researchers

For the next researcher who are interested take a research relating to this topic, the result of the study can be used as an additional reference for futher research with different discussion. Also the researcher would suggest future researchers to conduct the research about students' perception related to the other media to see if there are any possible media for game better than kahoot.