

## **CHAPTER V**

### **CONCLUSIONS AND SUGGESTIONS**

#### **A. Conclusions**

After answering questions in the research question which include “What are students’ perceptions on game as a tool to develop speaking skills?”. Based on the result and discussion in the previous chapter, the writer would like to draw some conclusions follow:

1. According to data, students thought that using games also can train their accuracy and pronunciation in speaking English. Games also helped the students not only on how to learn with fun, but also on how to be motivated in speaking English.
2. According to result of questionnaire and interview result, almost all students like guessing games because it can make students be more active and make the class enthusiasm.

#### **B. Suggestions**

After concluding the result of the research, the researcher would like to propose some suggestion to the following:

1. For the English Teachers

The teacher can use games in teaching speaking in order to make the students more motivated, communicative, and active in joining the lesson. It is important to the teacher to create an enjoyable situation of teaching learning process in order make them excited to improve their English.

2. For the Students

In English lessons, it is suggested that students should make the best use of the learning process in the classroom and give positive contribution, so they get effective learning. Since the technique of games.