

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

Based on the data from the test and questionnaire, the writer can describe that students' interest in learning passive voice through the spinner game has a positive result. The result indicates that students obtain 74,48% of the questionnaire and 73,8% of the test. It means both in criteria of interest show a "Good" predicate. From the result percentage above students show, there are attention, attraction, student involvement, and enjoyment during the activity. In this case, students are interested in learning passive voice simple present tense. This is because in students learning use spinner game. During the process of learning through spinner game, students are measured through a test of passive voice simple present tense to know the level of achievement and questionnaire as a response of student about interest. On the test, students are obtained a score of six students have very high score, fourteen students have high score, and five students have fair score. On the questionnaire, eighteen students have good on students' interest, one student has fair on students' interest, and six students have excellent on students' interest. Overall students have a good score on the test and questionnaire. However, students still have difficulty learning the form

of passive voice especially the change from the data analysis test. But so far the students have positive result especially the students are learning by themselves through this game without explanation from a mentor.

## **B. Suggestion**

In this research, interest is an important factor in students' learning. The writer provides several suggestions:

### 1. Students

Students can improve understanding by presenting material carefully, giving more practice through homework and discussion groups. The practice can be followed by activity this game because the spinner game give practices and explanation on the correct answers it so easy for students to understanding moreover students can learn by themselves at home and everywhere so students can improve their competence.

### 2. Lecturer

Same as a teacher, a lecturer can apply this strategy to increase students' interest in learning grammar especially passive voice. It can be built games or practice that conducted by campus like as English corner free and we create student activity that fun atmosphere like this game.

### 3. English Grammar

Grammar is complicated material for some students. Whatever the most important material in learning the teacher takes focus, attention, and interest of students. To Attract students' interest, the teacher must have strategy in order to students can participate in learning like as through game or an interesting activity so students can reduce anxiety, boredom, and regard this learning is playing and then unconsciously they learn passive voice without emphasis.

### 4. Others Researcher

The researcher realizes that it is so far from perfect. The researcher hopes this research can help in strategy of learning to create students' interest in learning passive voice or other material and it can be next research in future to result new information in the research.