

CHAPTER V

CLOSSING

A. Conclusion

Based on the research of the data analysis, the condition of student grammar skill at second grade of MAN 1 Kota Serang before using gamification of duolingo is low level. It can be seen from the result of pre-test at experimental class is 50.5 and control class is 68.8. Then, the writer did treatment by using gamification of duolingo in teaching English grammar skill and they got easiness grammar experience game of English grammar. It can be seen from the raising of mean of post test experimental 54.5 and control class 62. So, there is a good improvement after did treatment by using gamification of duolingo in experimental class.

The students' s achievement in teaching English grammar has an effect. After the student learn using gamification of duolingo ing English grammar, they get better score than before. It means that using gamification of duolingo in English grammar can increase students grammar skill. Using gamification of duolingo did not onlybto help the students but also to support in grammar skill.

B. Suggestion

From the discussion above, the researcher suggests to:

1. Teacher

Researcher suggest for the teacher could be find new metode, upgrade design of learning, adapted artificial intelligence game with lesson material, and make students interested in the way of learning.

2. Students

Researcher suggests to students to have more attention to learning English basic of grammar

3. Other Researchers

The result of this research can be used as a reference to conduct a further research dealing with a similar problem by using another design, such as quantitative research to develop english basic grammar of the students through gamification of duolingo.