

## **CHAPTER V**

### **CONCLUSION**

#### **A. Conclusion**

Based on the result of the research, it shows the data of the questionnaire that most of students stated agree about the use of Kahoot! as digital media in learning descriptive text can help them to understand the material easily. It can see from the percentage of the questionnaire answers that show about 29.68% of students answered strongly agree, 55.94% answered agree, 10.94% answered disagree, and 3.44% answered strongly disagree. From this result, the researcher concluded that students' perception on the application of Kahoot! as digital media in learning descriptive text is positive.

In the learning process, students feel that using Kahoot! as digital media in learning descriptive text is really helped in learning with another method. By using technology, students are more excited in the learning activity because using another way than usual. While more than half of students said the material of descriptive text is difficult, but their motivation are increased when using Kahoot! as learning media. Students feel comfortable in learning process, so they can understand the

material easily. The use of Kahoot! also give students a lot of experience in learning about descriptive text.

## **B. Suggestion**

After conducting the study, the researcher would like to give several suggestions and recommendations to the teacher, students, and further research in order to motivate students interest in learning descriptive text by using Kahoot!. The recommendations from the researcher can be seen as follows.

### 1. Suggestion for the teacher

The researcher will suggest that the use of Kahoot in learning English should be more often, beside about descriptive text material. The researcher also hopes that the teacher will motivate students to learn more in English especially about descriptive text with Kahoot!. The teacher should be a friend for students, so they can feel comfort during the learning process.

### 2. Suggestion for the students

The students have to focus on learning English especially about descriptive text. Kahoot can motivated and increasing their enthusiasm in learning descriptive text.

### 3. Suggestion for learning process

Using Kahoot! as media is one of strategy in learning activity to make it more fun. It is mean that the use of media especially game-based technology is important to get the good result in learning process. Next, learning activity is prefer using media than traditional method.

#### 4. Suggestion for further research

For the next research, the result of the study can be used as an additional reference 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!. Beside, use another way or strategy to get good responses from students is very important for better the result of the next research.