CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher will present the conclusion and suggestion of the research. Conclusion is summarize the result of discussion based on the research problem. So, it summarize about an analysis of application of quizizz game in teaching grammar. While suggestion is the researcher recommendation based on the result of the researcher for having better result on an analysis of application of quizizz game in teaching grammar.

A. Conclusion

1. Based on questionnaire, it can conclude that 100% of students answer agree that quizizz game easy to use because quizizz easily to used anywhere and anytime. Using quizizz makes the students fun and very helpful in learning grammar. Students satisfied learning English especially grammar using quizizz game because 100% students answer that the application of quizizz game easy to use in anywhere and anytime. Using quizizz make the

students fun and very helpful in learning grammar. Students feel happy and enjoy when learning using quizizz game because it does not make them bored and sleepy during the process of learning.

2. Based on the test, it can conclude the students' test scores from the two tests, but there is one of the students who did not experience improvement in her grammar. Then, the result of the first test the students got mean score is 62,85 and second test mean score is 67. From the comparison of the results of the two tests, students experienced improvement in grammar. It means learning using quizizz games can enhance students' grammar.

B. Suggestion

Based on the result of the research findings the researcher would like to give some suggestion for the following people:

1. For English Teacher

Every students has different abilities, but they all need to be interested in developing, what the teacher has to do is

know what students need so that students interest can be increased to learn English taught by the teacher. The teacher can take the advantages of technology as a media for students learning so that it is more interesting.

2. For Researcher

For other researchers who want conduct a research about an analysis of application of quizizz game in teaching grammar, the finding of this study can be used as an addictive to future research on this application of quizizz games in teaching grammar, with different discussion domains. There is some part not perfect yet. The other researcher can research to know the students perception.