

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. CONCLUSIONS

Based on the results of research using the quantitative research method "The Effectiveness of Bananagrams Game In Teaching Vocabulary of The Tenth Grade Students at MA Darul Ihsan Pabuaran Walantaka Serang-Banten City", then the conclusion is:

1. Application of Bananagrams Game in Experiment Class

The application of the Bananagrams game in learning is that learning went well, indicated by the results of good student responses. Students gave a positive response in the application of the Bananagrams game. Also, while the researcher applied the Bananagrams game in the classroom, the students were very enthusiastic about playing.

2. Differences in English Vocabulary Improvement in Control Class and Experiment Class

Based on the results of data analysis, it shows that the post-test results in the experimental group with the Bananagrams game an average of 86.78, while the control group using the conventional method had an average value of 72.17. Then it can be seen that the

increase in the average value of the results on the experimental group is more significant than the group control.

Based on the results of testing the second hypothesis, the experimental and control groups' post-test results obtained an at-count value of 6.950 and a significance value of 0.000. The stated significance value is less than 0.05, so it can be said that there is a significant difference between the post-test results of the experimental group and the control group. It states that H_a is accepted and H_o is rejected.

This means showing significant results, and the proposed hypothesis is “there is a significant difference in the experimental and control groups' post-test results, which means that there is an effect of the Bananagrams game on the vocabulary mastery of the tenth-grade students of MA Darul Ihsan Pabuaran between the control class and the experimental class.”

B. SUGGESTIONS

Based on the results of research and discussion, the researchers provide some suggestions as follows:

1. For teachers

Teachers can apply Bananagrams games for teaching vocabulary because their effectiveness has been tested. This game

should always be given periodically not to get bored with ordinary learning methods. With games, students can enjoy learning activities.

2. For students

Keep increasing your vocabulary mastery by using Banagrams games to make learning and pronunciation of English vocabulary easier.

3. For further researchers

It is hoped that further researchers can develop from this research. It is necessary to conduct a similar study with a broader population, involve other factors affecting students' English vocabulary mastery, and use different data collection methods to obtain more complex data.