

CHAPTER V

CONCLUSION AND SUGGESTION

1.1 Conclusion

Based on the finding and discussion of the previous chapter in this study, the writer conclude that :

4.1.1 From the result of pre-test, the researcher concluded that students' vocabulary was still low. The mean score of pre-test was 46.05, after that the researcher gave treatment by using blindfold game and the mean score of the post-test was 78.57. The data analysis result is t-test value (11.061) was greater than t-table value (1.734) by the result, it is conclude that is an improvement between the students' vocabulary before and after giving treatment by using blindfold game. It shows that the alternative hypothesis (H_a) is accept in the null hypothesis (H_o) is rejected.

4.1.2 The implementation of blindfold game to improve students' vocabulary mastery at the eight grade of MTs DDI Lil Banat Parepare. T-test result in which the value of the t-test was 11.06 that t-table 1.734 at the level significance and degree of freedom (df) was 18.

1.2 Suggestion

Based on the result of data analysis and conclusions, the writer puts the following suggestions.

1. Since the implementation of various games has been proven to be successful in developing the students' vocabulary mastery, it is strongly suggested to use this game in teaching vocabulary.
2. The teacher should have many kinds of games, techniques, methods or strategies in teaching English especially teaching vocabulary like use various games. Thus, the students are helped and easier to understand and more enjoy in learning English.
3. For the next researcher, they could use this research as a reference to guide them when they want to do the similar research. Although this study has been done but because of limited time it still has many weakness. Therefore, any researchers interested in same field are suggested to do deep analysis and focus on developing the students' skill in studying English by using various games.