

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

Based on the findings and the result of the data analysis in the previous chapter, the conclusion can be drawn as follows:

1. The validity, reliability, difficult items, different items and dictator's analysis

From 30 question find out that validity obtained 12 questions were valid, 18 questions were invalid, and reliability of 0,44 that category low, difficult items obtained is 2 questions in the hard, 19 questions in the moderate and 9 questions in the easy. Different items obtained 14 questions in the well, 15 questions in enough and 1 question in the very bad. There are 20 items with excellent distractor analysis, 4 items with good distracting analysis and 6 items with very bad distracting analysis not good..

2. The student's responses

The result from the students' assessment after using the kahoot application, the percentage results obtained from each assessment indicator obtained an average score of 81% with very interesting criteria.

#### B. Suggestion

The suggestions that I can convey from the results of research on the use of kahoot media as an evaluation tool are as follows:

1. Learning English using evaluation tools can be used by teachers and other teaching staff in evaluating the level of understanding of students towards the material that has been taught.
2. Teachers can use the kahoot application with different materials

3. The evaluation tool using the kahoot application is very well applied to students, while adding to the learning experience also makes students not bored in working on English questions.
4. The kahoot application is very suitable for the current pandemic situation, besides being practical it also makes it easier for teachers to save and download test results from student.

