

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter consists of the summary of the research based on the finding and the discussion of this research.

A. Conclusions

Based on the data analysis, research finding and discussion in the previous chapter, the researcher conclude that there are still many students who have poor vocabulary mastery and many students who do not know the meaning of some vocabulary in English and do not know the way of pronouncing words correctly. In addition, the results all the pre-test scores were lower than the post-test scores, which showed that the students' vocabulary mastery was still low before being taught using the hot seat game.

There was a significant difference of the students' vocabulary mastery in before and after giving treatment. Through hot seat game was effective in teaching English vocabulary of used and students' quality increase. It was proved by the data analysis of pre-test and post-test results where the mean score of pre-test (55.33) is lower than the mean score of post-test (87). After the application of t-test formula and the result in which the value of t-test was 8.7, it was higher than t-table was 1.761. It means rejecting of null hypothesis (H_0) an accepting of alternative hypothesis (H_a) and it shows that teaching vocabulary by using hot seat game was effective, students can get many vocabularies and students' vocabulary got improvement. Their vocabulary improves with they can found new vocabulary, pronounce the words many times, memorize more words easier after giving the treatment. the students were very exciting and enjoy the learning process and done the lesson. However, it

was worked the teaching vocabulary by using hot seat game especially in the Lorong Belajar Pinrang. So, the research of data analysis showed that students' was able to improve vocabulary mastery by using the hot seat game.

B. Suggestion

Based on the research, the researcher give some suggestion as follow:

- 1) In teaching vocabulary, the teacher is hoped more creative and should improve their creativity in teaching vocabulary, for example using methods, strategies or techniques so that the students do not get bored.
- 2) The teacher should be active in giving the feedback to involve the students in teaching learning process.
- 3) The students should be more active and not afraid of making mistakes during teaching learning process.
- 4) The students should practice their vocabulary in English and always enjoy the vocabulary class.
- 5) The hot seat game can be applied in English teaching learning process, particularly the attempt of stimulate the students' vocabulary mastery.
- 6) This skripsi can be a reference for other researcher to conduct the next research.