## CHAPTER V

## CONCLUSIONS AND SUGGESTIONS

This chapter presents: Conclusions and suggestions based on the research about encouraging students' vocabulary ability by using digital video game-based learning at second grade of SMPN 8 Parepare.

## A. Conclusions

Based on the findings of the study, the researcher gave the conclusion:
The research of data analysis showed that digital video game-based learning is able to encourage students' vocabulary ability in their learning. Digital video game-based concept was able to solve students' problems that they encountered in learning English vocabulary with a various concept that applying inside digital video game-based such as remembering, undestanding, applying, evaluating, and creating.

The data analysis test also showed that there was a difference between the students' vocabulary mastery before and after applying "Digital Video Game-based concept", it was proved by the development of mean score from 69 on the pre-test to 90 on post-test, while the T-test value 12,1 . Therefore, Digital Video Game-based learning was able to encourage students' vocabulary ability at SMPN 8 Parepare.

## B. Suggestions

Based on the research, the reseacher gives some suggestions as follows:

1. In teaching vocabulary, the teacher is hoped more creative and has a good feedback in teaching in students in order to maximize teaching learning process and does not make the students to be 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 and measure their vocabulary in English, discussing with their friend if they have difficult in vocabulary and enjoy the vocabulary class.
5. Learning through video can be done anywhere, students can watch videos about
learning vocabulary on their handphone.
6. The teacher can provide at least 20 vocabulary words for students at the end of each English lesson.

## BIBLIOGRAPHY

Allen, French, and Virgina. 1983. Techniques in Teaching Vocabulary. Oxford Univercity Press.

Arikuto, Suharsimi. 2005.Dasar-Dasar Evaluasi Pendidikan (edisi revisi). Jakarta: PT. BumiAksara.

AS, Homby. 1995. Oxford Advance Learners' Sixth Edition. New York: Oxford University Press.

Hibert, Elfrieda H, and Kamil, Michad. 2005. Teaching an Learning Vocabulary Bringing Research to Practice. Inc Publisher. London: LawranceErlbum Associates.

M, Prensky. 2001. Digital Natives, digital immigrants. On the Horizon.
Michael Lessad-Clouston. Teaching Vocabulary.
Mukoroli, Josep. 2011. Effective Vocabulary Teaching Strategies for the English for Academic Purposes Esl classroom. SIT Graduate Institute/SIT Study Abroad.

P, Deubel. 2006. Game on!!. T.H.E. Journal :Technological Horizons in Education.
R, L. Gay. 1987. Educational Research. New York: Charles Meril Publishing Company.

S, W, Schail. 1967. Seven Days for Faster Reading. New York: Paper Back Libiary.
Saepudin, et al. 2013. Pedoman Penulisan Karya Ilmiah (Makalah dan Skripsi). STAIN Parepare.
Sugiono. 2010. Metode Penelitian Pendidikan (Pendekatan Kuantitatif, dan R \& D). Bandung: Alfabeta.

Thomas, and Page. 1973. International Dictionary Of Educatior. New York: Nicholas Publisher.

Thornburry, Scott. 2002. How Teach Vocabulary. Harlow Person.
Ur, Penny. 1996. A Course in Language Teaching Practice and Theory. Combrige : Combrige University Press.

Wabster. 2003. The New International Wabster's Comprehensive Dictionary of the English Language. United Stated : Trident Press International.

## APPENDICES

