

## CHAPTER V

### CONCLUSIONS AND SUGGESTION

#### *Conclusions*

Based on the research that the researcher have done in SMAN 1 Bonepantai at tenth grade in Social Sciences1 class by applied “Abra Vocabra” game as a technique in increasing English vocabulary of students. In this case, the researcher made some conclusions about the result of research.

1. In learning process the teacher have to use strategies or technique to make students understand the material. So that, the researcher applied Abra Vocabra game. It expected helpful students to understand the material even it make the students relax and enjoy in when studying English. “Abra Vocabra” help students to know well the meaning of words that they have found. Furthermore, the students could use those vocabularies in simple conversation.
2. The result of research can be seen at the students’ score post-test and pre-test. The students’ score post-test is 48.275 %, while the students’ score pre-test is 41.379 %. Based on the result, it means that the increasing o students’ score is about 6.89 %. On the other words, it means that, by Abra Vocabra game students’ vocabulary was increased. So that, this game is successful in increasing students’ knowledge and vocabulary in English.
3. Finally, the hypothesis of this research is about the using of Abra Vocabra game can increasing students’ vocabulary in learning process with the result of  $t_{\text{count}} \geq t_{\text{list}}$  or  $6.77 \geq 2.05$ . The hypothesis is accepted if  $t_{\text{count}} \geq t_{\text{list}}$ . It means that the hypothesis of this research was accepted with the result  $t_{\text{count}} \geq t_{\text{list}}$   $6.77 \geq 2.05$ .

### *Suggestion*

Based on explanation above, the researcher suggest to all people especially English teacher to choose suitable technique to improve students' vocabulary. It is because students low vocabulary is general problems in education. So that, the researcher suggest to English teacher to use "Abra Vocabra" game in learning English. This way make students more relax and enjoy in learning process because the students found new way to study English. It coached them to find out the word that they sometimes used in certain expression and it could add students' vocabulary.