Chapter V

Conclusion and Suggestion

In this chapter, the writer takes some conclusion and suggestion based on result of the data analysis and description of the data in previous chapter.

Conclusion

From all discussion of this "skripsi", the writer concludes that using videogame especially Harvest Moon game is one way of enriching students' vocabulary that is helpful. The students need to enrich their vocabulary since vocabulary is one of most important component in languages. Here, the writer concluded research in SMA Negeri 1 Pinogaluman, Class IX A.

Videogame especially Harvest Moon, the technique that the writer uses in learning English vocabulary, using harvest moon is a simple technique in enriching students' vocabulary, along this game used for teaching English vocabulary. Although this game containing education, but is possible there are several bad aspect in this game. It is undeniable that using this technique is a good way.

In this research, the writer used quasi experimental design where the writer uses one group pre-test and post-test design. This method included some steps needed to be carried out, in conducting the research, the writer also need to calculate the validity of the instrument, reliability, normality, and testing hypothesis. Those are done to get hypothesis verification.

From this research, the writer found that using videogame (Harvest Moon) is a good way to be applied in SMA Negeri 1 Pinogaluman class XI². It was

proved by scores percentage that the students have got. In pre-test there were, Noun 66%, adjective 53.89%, Adverb 57.78%, and Verb 52.67 %. After did treatment in few meeting, in contrary from pre-test, the students' score percentage increased. Here the percentage in post-test. There were, Noun reached 86%, Adjective 84%, Adverb 84 and the highest percentage was Verb 95%.

In addition, as strong proof of this research, the writer testing the hypothesis and found that the hypostasis verification in this research was received. Where the calculation of t_{count} was 15.16 and t_{list} was 2.04. So, it is clearly seen that $t_{count} \geq t_{list}$ or $15.15 \geq 2.04$. Furthermore, based on all result the writer conclude that the application of videogame (Harvest Moon) technique can improve students' vocabulary, it shows that their vocabulary is better than before using this technique.

Suggestion

Since using videogame is successful to implement in SMA Negeri 1 Pinogaluman class X^2 here the writer suggests teachers as well as readers to use videogame especially harvest moon game for enriching students' vocabulary, it is simple, easy to play and also useful. This technique is u flexible; it can be fixed in students' level and can be used by students to improve their vocabulary independently. Avoid the bad impact of videogame as the writer knows. However, in enriching vocabulary, the teacher should always motivate the students. In addition for next researchers, they may apply this media in different way or school in order to improve students' vocabulary.