

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

After collected and analyzed the data about the using of big city adventure game. The researcher continue to the next chapter. It consist of conclusion about this research and suggestion for the reader.

Conclusions

Based on the result of data analyzed by statistical analysis, the researcher concluded that, by using big city adventure game, the students' vocabulary knowledge had enriched. It shown that big city adventure game could stimulate students to learning. It could be a positive influence on learning. Big city adventure game had some advantages in learning activity in classroom. The first advantages are the students can focus on learning because they feel enjoy in learning activity. Second, this game can manages the teacher to explain more about vocabulary to the students. Third, this game make students understand about the function of the things, where the things are, etc. and the last, this game make students develop their team work. For example, if they do not know about the meaning of the things, they can ask and discuss with the other students in their class. In addition, PC game big city adventure can make students know about technology, because this game using should be play in personal computer.

Based on the data, the result of pre-test and post-test was different. In pre-test, the students' lowest score was 10 and the highest score was 22. While, in post-test, the students lowest score was 14 and the highest score was 27. The normality analysis of pre-test and post test data was found that the pre-test and post-test data

was normally distributed. It was supported by the result of each test. It found that L_o was smaller than L_{list} . Pre-test L_o was -0,0158 and L_{list} was 0,190.

Meanwhile, in Post-test L_o was -0,0401 and L_{list} was 0,190.

After calculating the normality analysis, the result shown big city adventure game had enriched students vocabularies. It can be seeing the comparison between t count and t list. The value of T count = -4,443 and T list = 4,00 ($-4,433 \leq 4,00$) with the level significance 0,05. Based on the explanation above, it can be conclude that big city adventure game can enrich students' vocabularies.

Suggestions

In this study, the researcher would like to give three suggestions. The first, the reader can compare the result of using learning media between big city adventure game with the other media. Second, the teacher should use media in classroom activities. It is better for the teacher using game like big city adventure as learning media to helping students more understand about the material. The game can make students more active in learning English because they will enjoy and interesting with this method. The last, next researchers might continue this research and observe the result applying media in learning.

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