

Chapter V: Conclusions and Suggestions

In this chapter, the researcher takes some conclusions based on the result of the data analysis and description of the data in previous chapter

Conclusion

Based on the research finding and the discussion in the conclusion of this research points that the application of Ludo world game gives good influence to words students' vocabulary mastery. Compared to their vocabulary mastery before using this game in learning process.

From the analysis of this research, there are differences between the result before and after the application of the treatment by using a Ludo Word Game technique. The data shows that students score increase after getting the application of Ludo world game. It is proved by students' score in post-test that are higher than the students' score in pre-test. The data of pre-test is 43,39% and post test is 80,42%.

Furthermore, the hypothesis verification shows that t_{count} is higher than t_{list} with the value $15,5 > 2,04$ in the significance $\alpha=0,05$. The result points that the hypothesis of this research (H1) is received and the null hypothesis is rejected. Consequently, it means that the application of Ludo world game significantly increases the students' vocabulary of grade VII in SMP Negeri 12 Gorontalo

Suggestion

By this research, it is suggested that English teachers need to pay attention more to students' vocabulary. English teachers should apply an appropriate technique in teaching vocabulary and avoid a monotonous way of teaching that makes the students bored to learn English especially vocabulary. It is good to teach vocabulary by letting the students learn in

enjoy and fun activities, so the students can increase their vocabulary. However, they might be able to make this game more interesting to play. The teacher is required to be more creative. It will be better if this game is combined with other media of teaching. The use of other media of teaching will support the game to be better to apply as a strategy in enriching students' vocabulary.

The study of this research covers about the application of Ludo world game in teaching vocabulary. It is found that this game let the students learn in fun activities, and it is proved that the game can significantly increase the students' vocabulary. Therefore, it is suggested that English teachers who find some problems in teaching vocabulary can apply Ludo world game in teaching it.

In addition for future researchers, they may apply this technique in a different topic or different school in order to improve students' vocabulary.

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