Chapter V

Conclusion and Suggestion

This chapter is describes about the research conclusion and suggestion based on the whole result of the research.

Conclusion

According to the explanation of the previous chapter, the researcher concluded that vocabulary is a very base thing in learning a language. A communication will be hampered if we do not have enough vocabulary. As noted on by Oxford Dictionary, vocabulary is the body of words used in a particular language. This is supported by Swan and Walter (1984) have illustrated in Shejbalová (2006, p. 7) Vocabulary acquisition is the largest and most important task facing the language learner. This seems to imply that vocabulary is a vital factor in teaching and learning.

The battle ships game, is an exact technique to increase students vocabulary, this is proved by the data. An exact game will increase students motivation and enthusiasm in learning vocabulary, this has supported by Spires *et al.,* (2011) involved games that could be defined as simulation games, therefore strongly reflecting the notion of fantasy in their design and could therefore be purported to support constructionist and experiential learning theories. This is also supported by data that found in the research. Based on the final result of previous

data analysis, there was a rising on students' score of post-test eventhough it was not significant. This study found that the average of the post-test was higher than the pretest average score. There was 12.4 in pre-test and 16.62 in post-test with different value 4.22. Additionally, the result of the testing of hypothesis established that the degree of freedom (n-1) was 26 at the level significance of was 0.5 or 0.975. it should be noted that the value of t_{coun} was 2.9 while the value of t_{list} was 2.6. Meanwhile, the criterion of hypothesis verification was: a hypothesis would be accepted if t_{count} higher than t_{list} ($t_{count}>t_{list}$). Indeed, if we implementing the value it would be 2.41>2.06 means $t_{count}>t_{list}$. Thus, without a doubt the researcher clarify that the hypothesis eligibility and acceptable. Finally, the conclusion is that the battleships game can increase students' vocabulary.

Suggestion

Teaching a foreign language is difficult accept if we understand the core of the matter. The researcher believes that vocabulary is a core in mastering a language. On that ground, this research hopes can aids the education world, particularly in English learning and teaching. Besides, the researcher hopes that through this research can give a contribution to the teachers and the students in Indonesia. Additionally, this research hopes can gives an innovation and also a positive contribution for the institution. Furthermore, the researcher hopes there will be further research that will be better and refine this research to be more useful. A suggestion for the teacher, if want the students mastering a language easier they can start from the base, it is vocabulary. To increase the vocabulary

easier, faster and pleasurably the researcher very recommends use the battleships game.

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