

Chapter V: Conclusion and Suggestion

This chapter presents conclusions and suggestions. The conclusion is drawn from the result of the research. In addition, the researcher provides advice to further researcher or even to teachers of English.

Conclusion

In the explanation of the previous chapter, the difficulty of comprehending English is that we lack of knowledge in the vocabulary. English should be based on vocabulary itself, so we can more easily communicate and understanding the English language. Lack of English vocabulary because to use of less accurate learning approach given the English teacher itself. In addition, the use of stand up sequence games is one of the effective games used to maximize the lack of vocabulary of English students.

This research used game to developing students' English vocabulary. As a result, there is a very significant difference between pretest and posttest, as well as before and after applied stand up sequence game. Based on the discussion above, the value of t-count is 4.10, and then the degree of freedom (n-1) is 33 at the level significance of $\alpha = 0,05$ (see appendix 19 and 20). And then the value of t-list is 1.70. It means that the hypothesis of H1 will be accepted if $t\text{-count} \geq t\text{-list}$ or $4,10 \geq 1.70$. In other words stand up game sequences can be accepted vocabulary students, or hypothesis in this study is acceptable.

Suggestion

As the researcher, this research believes that the central of understanding a language is to have unlimited vocabulary storages, particularly in learning English. The lack of English vocabulary is very much visible in using and understanding English well. To learn English is not as easy as we imagine, because it has to have a great concentration to assimilate the language. With the game strategy can give a big influence to improve learning.

This researcher used one of the Stand Up Sequence Game and the purpose of this game to improve English vocabulary. The game stand up sequence is very useful to use in developing English language vocabulary, therefore the researcher give suggestions on the English subject teachers to use the game stand up sequence in student learning activities.

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