

## **Chapter V**

### **Conclusion and Suggestion**

#### **Conclusion**

Duolingo is an internet-based application that has gamified elements to make language learning more fun and effective. In using this application, students become more interactive and attractive in learning English particularly learning vocabulary.

In implementing Duolingo during the teaching-learning process in class 7.1, the students are motivated and challengeable to learn vocabulary through Duolingo application. It can be seen from their enthusiasm and participations in answering every question in the application. In addition, there was also an increase of students' vocabulary after being taught through Duolingo application. It can be seen from the score of students, the result of the posttest was higher than the result of the pretest. The highest score of the pretest was 15 and the highest score of the posttest was 20. In addition, the significance from pretest to the posttest is 28%.

However, the researcher found that there were some students did not know the meaning of some English words used as vocabulary target. Therefore, the English teacher should observe or review whether all the students in the class give an appropriate response or comprehend the vocabulary meaning which has been

learned. It is needed to avoid the students' misconception of the vocabulary meaning.

Hence, since teaching by using Duolingo Application in learning vocabulary can give better result for the students in teaching and learning process and enhance their vocabulary mastery that can be seen from t-count **9.22** is higher than t-list **2.08**.

### **Suggestion**

After concluding this research, the researcher would like to put some suggestion:

1. For the teacher
  - a. Teachers should apply Duolingo application as one media in teaching vocabulary, because it can enhance students' motivation in teaching learning process. Also, it gives more attractive experiences and provides an easy and user friendly content.
  - b. Teachers should always provide another supporting media to combine with Duolingo application such as LCD projector, short video, pictures that related to the vocabulary so that the students can expand their vocabulary from the application

2. For the students

Students should use Duolingo application while in their house, as being taught in schools to enhance.

### 3. For the researcher

This research emphasis to enhance student's ability in vocabulary mastery using Duolingo application. The researcher hopes this research will be useful for the other researcher to implement Duolingo application in the future research.

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