

## Chapter V: Conclusions and Suggestion

### Conclusion

Based on the explanation in the previous chapter, the researcher concluded that Gardenscape games give a positive effect on increase students' vocabulary, Gardenscape game assists the students in the process of learning and made the learning easier for the students to get new vocabulary. Based on the result of pre-test and post-test, the researcher concludes the Gardenscape game can enrich students' vocabulary. The researcher found that the mean score of post-test is higher than the pre-test. It means that the score of the students was increase after the researcher use Gardenscape games in the learning process. The researcher finds the significant difference of the students' vocabulary before and after learning by Gardenscape game as a treatment. It can be seen from the result of t-test which on t-count six thousand eight hundred ninety four.

Based on the distribution t with  $n =$  twenty seven, the researcher saw the distribution t-list is 1.703. From the explanation above because of the result of t-count is six thousand eight hundred ninety four (6894) is bigger than t-list which is one thousand seven hundred and three (1703), thus the result of t-count computation is higher than t-list. It means that using Gardenscape game is a good way for increasing students' vocabulary.

**Suggestion**

The researcher has some suggestions that are recommended to be applied. The English teacher is suggested to apply Gardenscape as a media in the process of increasing students' vocabulary. In teaching vocabulary, the teacher must use a different approach to students because memorizing methods is not the only one way in increasing students' vocabulary.

For students especially students that categorized as a beginner to learn English, so Gardenscape game could be a good solution to help them in increasing their vocabulary. The most of the variants of vocabulary found in Gardenscape game are noun. Therefore, Gardenscape game could be an advantage for the teacher in school that has a problem with students lacking of vocabulary. In addition, playing game not only make students more active and interested when learning process if increasing students' vocabulary running but also they can found many vocabularies or variants vocabularies about kinds of the noun.

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