Chapter 5: Conclusion and Recommendation

This chapter presents the conclusion of this study that has been conducted and provides several recommendations to the students, teaachers, and further researchers.

Conclusion

Based on the result of the data analysis, the researcher concludes that t he use of Word Chain Game can enrich students' vocabulary. It shows that this game can encourage students to learn English and giving positive effect for them. The first advantage is to make the students stay focus and active in learning process because they have to compete with other groups. Second, this game makes students train their brain to think fast because this game is limited by time to chain the words. Third, this game makes students easy to memorize the words, more understand the vocabulary, and make them easier to do assignment because they already have some list of vocabulary in their minds. Besides, Word chain game also gives positive effect in enriched the students' vocabulary mastery in learning process because the students interest and enjoy to learn English by applying word chain game.

Furthermore, the result of pre-test score and post-test score were different. The students' vocabulary mastery before being though word chain game is still low. It can be seen the mean of students' score in pre-test was 14,4. On the other side, the students' vocabulary mastery after being though word chain game as a media in learning process, the students' ability in mastering vocabulary was enriched. It can be seen the mean of students' score in post-test was 16,9. It was totally proved the significant of differences between pre-test and post-test. Therefore, based on the

explanation above, it can be concludedthat the students' vocabulary are increased because of the implementation of Word chain game in teaching and learning process.

Recommendation

In this study, the researcher attempts to give several recommendations to the students, teachers, and further researchers. For the students, it is better to increase their vocabulary mastery since it becomes the basic element of English language. By mastering the vocabulary, they can be more understand and active in learning process because they know the material easily. For the teachers, Word chain game can be used as a technique to teach the students about vocabulary. Based on the result of analysis data, Word chain game is effective to be used in learning process because it can make the students become more interest and understand in English learning. Besides, the students also can be more active and enjoy in teaching and learning process. For the further researcher, this research can be a reference for them who attempts to analyze students vocabulary by using game. Besides, they also can applying this game to increase students' English skill in other aspects, such as writing, reading, speaking, listening, even grammar.

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