

CHAPTER V

CONCLUSION AND SUGGESTION

Referring to the content of each chapters of this research, the researcher drowns some conclusion. This research presented the differences of the tenth grade students' vocabulary mastery of SMK N. Bone Raya which are taught before using big city adventure game.

Conclusion

Based on the data analysis mentioned in the chapter VI, some conclusions can be presented as follows:

The students' vocabulary mastery before being taught by using big city adventure game as a treatment is vary poor and the students' level of achievement is insufficient achievement. It shown by the mean students' score of pre-test in percentage before they are taught by using big city adventure game as a treatment is 50%. On the other side, the students' vocabulary mastery after being taught by using big city adventure game as a treatment is good it is above average in the level of achievement. It is shown by the mean students' score of the post-test in percentage after they are taught by using big city adventure game as a treatment is 75 %. The researcher found the significant differences of the students' vocabulary mastery before being taught by using big city adventure game and those after being taught by using big city adventure game as a treatment. It can be seen from the result of t-test that is 17,26. Based on the distribution t – table with N - 28, the researcher sees the distribution t – table is 1,701 at 5% level of significant. From the explanation above, because the result of t – test shows that is $17,26 > 1,701$,

thus the result of t – test computation is higher than t – table. It means that, teaching vocabulary using big city adventure game as a treatment is good and effective to improve students' vocabulary mastery.

Suggestions

Having known the result of the research, the researcher would like to give some suggestions. The researcher hopes that these suggestions will be quite beneficial for both the English teacher and the students who are learning English, and for English Department.

To the teacher; the result of this study becomes a source of information for English teacher in choosing a certain technique in improving vocabulary to the student of Senior high School. In teaching vocabulary, the teacher should take an interesting and suitable way with the students' age and their interest. The teacher should give strong motivation to memorize more new words that they given with the theme in the game. The teacher gives a great motivation to the students to practice their vocabulary. The teacher gives the theme in a game related with the materials to support the understanding of students in vocabulary. To the students; by using games, the students will enjoy situation in learning language, it is hoped the student will remember the material easier. The students should have themselves take more exercises in improving their vocabulary. The students should improve their vocabulary using their own way which is interested and enjoyable to learn and memorize more new words easily. The students should have strong motivation to learn and memorize more new words that given with the theme in the game.

To the English Department; this research could be a reference about one of the technique which can be use to improve students' vocabulary mastery. The researcher hopes that this study can be useful for the reader in English Department, so they would know that using big city adventure game is an effective technique in improving students' vocabulary mastery. To the other researcher; to enlarge and enrich the writer's knowledge of English who is studying at English Department and as a candidate of English teacher. The reader can use this final project as references in future writing.

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CURICULUM VITAE



Bambang Managhuang was born in Tuntung on Desember 15th 1992. He is the only child from the couple of Musanus Managhuang and Alm. Sucitro Tonuo. He began learning in SDN I Tuntung and graduated in 2004. In 2007 he finished his education of SMP N. II Pinogaluman. After that in 2010, he graduated from SMA N. I Atinggola and continued his study in State University of Gorontalo in 2010 and he was dicide to choose English Department of Letters and Culture Faculty. During his study in State University of Gorontalo, he attended some internal and external activities:

1. The participant of ORASIMARU UNG held by BEM UNG in 2010.
2. The Speaker on The 1st Students Conference State University of Gorontalo was organized by the Language Laboratory Management, Department of English, Faculty of Letters and Culture, State University of Gorontalo in 2012.
3. The Participant of Workshop Program Kreativitas Mahasiswa (PKM) held by Faculty of Letters and Culture, State University of Gorontalo in 2013
4. The participant of Job Training Program in three countries which are Malaysia, Thailand and Singapore held by English Departmen in 2013.
5. The participant for Outstanding Performance on Drama (Life, Dream, Emotion) Class of 2010 held by English Department.
6. The participant of Teaching Practice in SMA Negeri Bonepantai in 2013.
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