

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

The conclusion of the research and suggestions for further research were presented in this chapter. The conclusion of the research were aimed to give concluding remarks on the research which investigate about the effectiveness of using PC game in improving reading achievement of eighth grade of junior high school students. Then suggestions for further research in the related topic were presented after.

#### 5.1 Conclusions

The finding of this research which aims was to investigate the effectiveness of using PC game entitled *Nancy Drew* in improving eighth grade of junior high school students in SLTPN 4 Serang based on statistical result were proved statistically improving the students reading achievement.

Moreover, the findings which were taken from 4 treatments to the experimental class showed that the means between the pre-test (56.914) and post-test (63.09) of the experimental class were significantly improving. It means that the experimental class was improving in the terms of their achievement after the treatment. Therefore, the research question “Is PC game entitled *Nancy Drew* effective in improving reading achievement of eighth grade of junior high school students in SLTPN 4 Serang?” were answered.

Furthermore, these findings showed that PC games entitled *Nancy Drew* is

effective in improving reading achievement of eighth grade of junior high school students in SLTPN 4 Serang.

In conclusion, teaching reading through PC games is effective and interesting that can be applied in eighth class of junior high school. The result of this research showed that PC game is not only improving students reading achievement, but also motivating the students to read in an interesting way. Moreover, PC games which gave a context, environment, and fun for the students prove can make the students more engage in learning reading.

## **5.2 Suggestions**

Based on the findings of the research experiment, it appears that PC games are effective in improving reading achievement of eighth grade students. However, Due to the obstacles during the research, it is recommended that classroom should be comfortable for the students. It means that the classroom should provide sufficient computer, enough chair for the students, good air condition, etc.

In addition, it is also important for teacher to be present in the classroom because the teacher can monitor the students' progress in terms of their reading skills or in their game improvement. Furthermore, if teacher was not present in the learning process, students will only play the game without learning what the game provides. Moreover, ones also should consider which game is appropriate to be implemented in the teaching and learning process.

To conclude, this present research was only done in few weeks, therefore

only small scale of the research was conducted. Thus, in order to achieve more representative data, further research in long terms schedule and in big scale with comfortable room and sufficient computer should be done.

