CHAPTER 3

CONCLUSIONS AND SUGGESTIONS

A. CONCLUSIONS

As mentioned earlier in the first chapter, this research was designed to investigate using game to improve students' vocabulary mastery. The following were the conclusion based on the finding of research.

1. The vocabulary instruction by using game to improve students' vocabulary mastery gave many benefits. Students are able to improve their words not only to make a sentence but also to comprehend the text. The improvement occurred in three cycles. In each cycle students were able to mention 20 words and guessed the meaning of each word. The words that they mentioned before would be found on the text. They would find two texts. The first text would be discussed at class with teacher

2. The result of the students' worksheet showed slow increase. However, the use of the game brought great effect on students' vocabulary mastery. They became confident to answer the task after using game.

3. Teaching learning process became more active. The students gave the best response when game was introduced. They were enthusiastic when they used the game with their friends.

B. SUGGESTIONS AND IMPLICATIONS OF RESEARCH

Several suggestions for teacher or other researcher who want to conduct the research on the same issue are described below:

1. Teacher must understand students and class condition, because they may influence teaching learning process.

2. Teacher should encourage students' vocabulary mastery and other researchers may conduct their research about learning vocabulary mastery.

3. The time management for students to study should be conducive to make the study more enjoyable.

4. Teachers may bring other media besides game to make students close with the object if teachers find difficulties in giving samples.