

## CHAPTER V

### CONCLUSION AND RECOMMENDATION

#### A. Conclusion

The research about effect of educational card game towards student's conceptual mastery and creativity has been conducted systematically. According to the research results, it is obtained some conclusions as follows:

1. The implementation of educational card game in learning excretory system chapter can improve students' conceptual mastery. It is noticed and proven by the results of average N-Gain of experiment class which is higher than control class. Average N-Gain result obtained by experiment class is 0,69 which can be categorized as medium, while control class got 0,24 for average N-Gain result which can be categorized as low. The result indicates that the concept of excretory system can be understood better by the students after making and playing the educational card game in experiment class. The improvement of students' conceptual mastery is also supported by the acceptance of  $H_1$  which means that there is a significant effect of educational card game towards students' conceptual mastery.
2. The implementation of creating educational card game in learning excretory system chapter can improve students' creativity. It is noticed and proven by processing the difference of creativity dimension percentage between experiment and control class. The percentage of students' creativity in experiment class that has created educational card is higher than the percentage of students' creativity in control class that created *question-answer* poster. The percentage of students' creativity in experiment class has higher score in all aspects in creativity dimension, namely: novelty, resolution, and elaboration and synthesis.

3. The impression of students towards the implementation of educational card game in learning excretory chapter shows positive response in all indicators; team work ability, understanding through educational card game implementation, creativity, and response to educational card game as students' assignment. The highest score is obtained by the indicator of creativity which means that the students agree that educational card game is appropriate to enhance their creativity.

## **B. Recommendation**

1. Educational card game can be implemented as an alternative teaching media and strategy to improve student's conceptual mastery and creativity on another concept that requires the students to memorize the concept and develop the creativity.
2. The time allocation for creating and playing educational card game should be determined properly, so that the students can follow the learning activity optimally.
3. The teacher supervision during creating educational card game is necessary to ensure that the answers of the questions in the card are correct to avoid misconception.
4. The teacher supervision during playing educational card game is necessary to ensure that every students follow the rules of game, honest, and do not cheat during the game. The teacher also should ensure that the students every member in each group is active in answering the question in the card.
5. More session and meetings can be considered in creating and playing educational card game. More time given in creating educational card will allow the students to create more creative and interesting design, which can caused the students get better result in students' creativity. Besides that, the longer time used to play educational card game, the more often students repeat the question and try to answer that question, conceptual mastery results can be obtained with better results.