

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents conclusions and suggestions for teachers and other researchers to conduct another research with a similar topic.

5.1. Conclusions

The research uses Cooking Academy 3 video game to improve students' skill in writing procedure text. This research consists of one-cycle that consists of eight meetings. In each meeting, the researcher implemented treatment which was teaching English using video game and quizzes. The research began on 3rd April 2017 and ended on 13th April 2017.

Before the researcher started the treatment, the students had considered writing procedure text as a difficult lesson. The English teacher always used *Lembar Kerja Siswa* (LKS) or only a white board as the main learning material and media. Due to this, the students got bored while learning English in the classroom. As the result, the students tended to be reluctant to get involved in the teaching and learning process as they said that they never had an interesting media to be used in teaching writing procedure text.

Considering the problem, the researcher arranged strategy to overcome the students' difficulties by using a video game. Cooking Academy 3 was chosen as the teaching media to create new teaching and learning atmosphere in the classroom. The researcher used video game as the teaching media to help the students improve their writing skill, and to stimulate as well as to generate their ideas into good organization. Based on the results in the previous chapter, it can be concluded that the use of video game evidently improves the students' skill in writing procedure text. The improvements were:

- a. First, the use of video game as teaching media is helpful to organize the students' idea and to improve the students' performance in writing procedure text.
- b. Second, by playing the video game, the students can understand and remember new vocabularies easily from the video game's audio and visual.
- c. Third, the students could play the game while preparing the idea to write procedure text.

The use of Cooking Academy 3 video game in the teaching procedure text was helpful, fun and interesting. According to the data analysis in the previous chapter, the students' average score is improved from 58.75 in the pre-test (before the treatment) to 76.5 in the post-test (after the treatment). The result shows that there is an improvement of the students' average score at 30.2%. It can be concluded that there is an improvement of writing skill in the 8th grade junior high school students by using Cooking Academy 3 video game.

5.2.Suggestions

After implementing the teaching writing procedure text using a video game, the researcher **has** some suggestions that could be taken for English teaching and learning to enrich students' writing skill:

1. For the teachers

The researcher suggests the teachers to use Cooking Academy 3 video game in teaching writing procedure text, since the results show that the treatments are useful to help students in generating ideas in writing procedure text. By using video game, the teaching and learning processes are fun and able to attract students' attention. Besides, it enables students to write

procedure text in good order. The activity also promotes the students' positive behavior during the teaching and learning process.

2. For the other researchers

The result of this research is expected to encourage the other researchers to conduct further research. In the further research, it is recommended to use video game in teaching procedure text on different grades of educational level, such as senior high school or vocational school. Further research may also conduct treatment by using different genres of video game.