

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

This chapter reports the conclusions and suggestions of the study. It is composed based on the result of the study related to the effectiveness of Spelling Bee game in improving students' vocabulary mastery and students' responses toward the use of Spelling Bee game in their English class. Finally, some suggestions are provided that concerned to the game implementation.

#### 5.1 Conclusions

This study was conducted to investigate the effectiveness of the use of Spelling Bee game in improving students' vocabulary mastery and to gain their responses towards it. The data were collected from vocabulary test (pre-test and post-test) and questionnaire.

Referring to the findings, it can be concluded that Spelling Bee game was effective in improving students' vocabulary mastery. It was proven by the dependent t-test result in pre-test and post-test score. The result showed that the value of the  $t_{obtained}$  was 7.958 and the value of  $t_{critical}$  was 0.05. It means that the alternative hypothesis, Spelling Bee treatments give an influence to the improvement of the students' vocabulary mastery, was accepted.

In addition, the results of questionnaire indicated that almost all of students (97.9%) give positive (+) responses toward the game while only 2.1% students give

negative (-) responses to it. Thus, completely it can be stated that almost all students in the classroom think that Spelling Bee game is appropriate to be implemented in their reading class.

## **5.2 Suggestions**

There are some suggestions with regard to this study. First, the teachers should give clear instruction to students about the rules of the game (i.e. how the students start the game and how they ask the clues) before playing the game. Second, the teachers should give clear pronunciation in order to avoid students' misspelling when they playing the game. Third, it is hardly suggested that teachers should have good capability in creating teaching strategy in the classroom to attract students' interest in learning English using Spelling Bee game. It will be helpful to keep students interested and not feel bored during English class.