CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

This Chapter covers into two parts: conclusion and recommendation. The first part provides some conclusions which are interpreted based on the result of the study. Then, the second part provides some recommendations for further study.

5.1 Conclusions

Generally, the purposes of the study are to find out the effectiveness of computer game entitled *Cooking Academy 2 World Cuisine* in speaking activities and to reveal the students' responses toward the computer game in speaking activities. In this study, independent t-test is used to compute the students' speaking score. The result of computation on post-test shows that the improvement of experimental class in speaking of procedural text significantly improves after conducting the treatment. However, the experimental class' speaking score is higher than t_{crit} (43.863 > 2.064). Thus, there is a significant influence in using computer game entitled *Cooking Academy 2 World Cuisine* as speaking activities in teaching speaking.

Furthermore, the result of questionnaires show that the use of computer game entitled *Cooking Academy 2 World Cuisine* makes the students interested in speaking activities and understand the learning context easily. It can be described

that most students find this computer cooking game helped them to motivate, encourage and boost their confidence in speaking of procedural text.

On the other hand, considering the result of the students' responses in the questionnaire there are few students who stated that they were uneasy and uncertain with this cooking game in speaking activities. These statements are about the students' different opinion and enthusiasm about this computer cooking game. It is very important that the students will not be encouraged and motivated to learn if the activities are not interesting or not in their league. Hence, it is highly recommended that the teacher should encourage the students with the appropriate media in order to boost their achievement in speaking.

5.2   Recommendations

Considering the analysis of findings and discussion, this computer cooking game entitled *Cooking Academy 2 World Cuisine* is one of alternatives which has a great influence in speaking activities. However, the weaknesses still appear in applying this activity. For that reason, there are some recommendations for further study in the field of using computer game in teaching and learning English, especially in teaching speaking. The recommendations are expected to be taken as a consideration by the English teacher and the researchers who are willing to conduct a study in the same field.

Focusing on speaking aspects that assessed in this study are only *Fluency, Pronunciation,* and *Discourse Management.* Other researchers could use another aspect to cover the students' assessment.

Meanwhile, the selection of computer-based game is needed before applying this activity. Thus, the students' different opinion and enthusiasm could be reduced. The appropriateness in selecting computer-based game could be the most consideration in order to engage, encourage and motivate the students in learning speaking.

However, this study also suggests that further studies on using computer-based game in speaking activities should be conducted with more allocated time. For further studies, it is highly recommended that further researcher should also investigate other genres and grades that have not been touched in this study.