CHAPTER V

CONCLUSIONS AND SUGGESTIONS

In this chapter, the various findings of the study are drawn together and the practical implication of these finding are suggested.

5.1 Conclusions

The data for answering the research questions were taken from the vocabulary test, which were administered before and after the treatment. Pre-test was conducted in order to know the beginning scores of the samples before giving the treatments. While, the post-test was conducted in order to know the samples' scores after giving the treatments. The questionnaire was distributed to know the samples' responses toward the use of digital console game-based in the teaching English vocabulary. The analysis of the pre-test and post-test score used t-test of Microsoft Office Excel 2007. Meanwhile, the questionnaire was analyzed by using percentage formula.

The following are the conclusions resulted from the research findings of the use of digital console game as a media in teaching English vocabulary to young learners to improve their vocabulary mastery.

1. The quantitative data show that digital console game brings an improvement in young learner's vocabulary mastery. This data are gained by comparing the mean score of the pre and post-tests, which are then calculated by using Microsoft Office Excel 2007. The result shows that there is a significant improvement after the treatments of digital console game. Because the value

of the obtained t (2.6333) is greater than the critical t value (1.697) at .05 level of significance, it could be concluded that the null hypothesis was rejected. Therefore, digital console game can be used as a media in the teaching of English vocabulary. Moreover, it also gives motivation to learn English vocabulary.

2. The questionnaire was analyzed qualitatively by using percentage formula. the data were aimed at finding out the subjects responsan toward the use of digital console game in the vocabulary learning. Learning English vocabulary by using digital console game is fun, because they can learn language and play game at the same time. Digital console game also makes the subjects easier to remember the words in the game. It is because the words are served in an attracting format where the words are accompanied with moving pictures, music and text. The process of vocabulary learning using digital console game helps the subjects explore the material comfortably. Furthermore, playing digital console game motivates the subjects to learn English since they cannot continue to play some digital console game tittles without having a better English comprehension. The subjects can learn the words continuously by clicking the select menu repeatedly. If the subjects feel that they do not understand the things in the game, they can click the "hint" optional and see the explanation.

5.2 Suggestions

The study only focuses on the use of digital console game in the teaching of English vocabulary in a short period of time which is the lack of this study.. Relating to the problem, here are some suggestions for further research:

1. The research should be conducted in a longer period.
2. Further research can be implemented by using a more sophisticated design, at least the quasi-experimental design.
3. The research can use a more difficult digital console game than Paparazzi game and implement it higher level.
4. Different vocabulary learning can use different game.