

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter includes the conclusions and suggestions of the research. The conclusions of the research presents the conclusion of the research findings while the suggestions presents the recommendation and suggestions for the related parties including the teacher, students, as well as the other researcher which are expected to be useful for them.

5.1 Conclusion of The Research

Based on the research findings, the researcher concluded how research findings had answered the research questions that were made by the researcher. The conclusion of the research is briefly explained into two conclusions based on the research questions.

The seventh-grade students at SMPN 5 Cilacap academic year 2023/2024 have effectively enhanced their vocabulary mastery through the implementation of the Spelling Bee game. It was demonstrated by the significant evidence of the students' mean scores significantly increasing before and after the implementation of the Spelling Bee game was implemented. It revealed that the students' posttest mean scores were higher than the students' pretest mean scores, with the number of improvements shown as 20,19% and the number of effectiveness shown as 41%. It was also proved by the t-test result that showed the implementation of the Spelling Bee game significantly improved students' vocabulary mastery, with a significant value of less than 0,5. Therefore, it is concluded that the implementation of the

Spelling Bee game could improve students' vocabulary mastery and it is one of effective tools to help students improve their vocabulary mastery.

The students' responses towards the implementation of the Spelling Bee game in improving their vocabulary mastery had positively proved that the implementation of the Spelling Bee game had effectively helped them mastering vocabulary. It was proved by their responses that showed the implementation of the Spelling Bee game had expanded their retention of new vocabulary, spelling skills, pronunciation skills, and knowledge about synonyms, antonyms, and part of speech. In conclusion, the students' responses to the implemented of the Spelling Bee game demonstrated that it was successful in enhancing their vocabulary mastery.

5.2 Suggestion

After the researcher concluded the research findings, the researcher provided some suggestions and recommendations that are expected to be useful for the teachers, the students, and other researchers. The suggestions and recommendations are provided as follows:

5.2.1 For Teachers

By looking at the treatments, the researcher recommends the teachers to involve students more in a game-based learning because it increases students' creativity and their enthusiasm in learning English vocabulary. Since the implementation of the Spelling Bee game has been proven to be successful in improving students' vocabulary mastery, the researcher suggests the teachers to choose the Spelling Bee game as an alternative tool to help them teach new vocabulary in a more fun way.

5.2.2 For Students

In order to improve their vocabulary mastery, students might use the Spelling Bee game. By competing with friends in this game, it might increase their confidence and motivation to learn new vocabulary. The researcher suggests the students to use Spelling Bee game because it is proven enjoyable to assist them acquire new vocabulary. As had been conducted by the researcher, it would be more challenging if the vocabulary was shuffled using a spinning wheel so that the students could not guess the word that would be asked to spell.

5.2.3 For Other Researchers

For the other researchers, the researcher suggests that they might develop the idea of using the Spelling Bee game as an alternative teaching tool to improve other important language skills based on the demands that happened in our education. Thus, it is expected to be useful for the next generation.

