

CHAPTER 5

CONCLUSIONS AND SUGGESTIONS

This chapter consists of two parts, namely conclusion and suggestions. The conclusion and suggestions in this chapter are compiled based on the findings and discussions that have been written in the previous chapter.

5.1 Conclusions

The researcher concludes, based on the findings and discussions presented in the previous chapter, that:

5.1.1 The researcher found that the Baamboozle game website was implemented by the teacher as a media to strengthen previously learned English vocabulary during the subject learning time. The teacher implemented the Baamboozle game website using only one platform, a laptop operated by the teacher, and a projector to display the Baamboozle game website to the students. In the game system, teachers created group-based games, so previously students would be divided into several groups who would then play according to the order of their group names. The games on Baamboozle were in the form of quizzes with three types of questions created by the teacher. The questions were 'Name of the game', 'Arrange letter', and 'Translation'.

During classroom observations, the researcher observed an increase in students' enthusiasm when the teacher implemented Baamboozle.

Additionally, the researcher noted increased student engagement and enhanced interactions among group members during gameplay.

5.1.2 The researcher found that the English teacher had a positive perception of implementing Baamboozle as a media for teaching English vocabulary to students. This was proven from interviews with English teacher who stated that Baamboozle is suitable for students to learn English vocabulary for several reasons, such as the attractive visuals presented by Baamboozle, the presentation of English vocabulary learning in a fun and game-like format, so students did not get bored while learning, and the competitive nature of the games in Baamboozle, which made students more actively involved in the learning process and fostered a sense of competition among students in different groups. The English teacher believed that by using Baamboozle, the process of learning English vocabulary became easier for students to understand, created a more enjoyable learning atmosphere, increased students' motivation to learn, and students also responded enthusiastically and happily.

Then, the English teacher stated that teaching vocabulary using Baamboozle has great potential to meet the target of achieving English vocabulary learning objectives. The English teacher mentioned several reasons, including that English vocabulary games using Baamboozle can be used for vocabulary reinforcement through repetition in the games. Additionally, the variety of practice exercises provided by the Baamboozle game website is diverse. Furthermore, the immediate feedback allowed

students to know immediately whether their answers were right or wrong, enabling them to identify and correct their mistakes promptly. This can also strengthen their understanding of the English vocabulary being learned. Moreover, the attractive visuals could help students remember the English vocabulary they were learning more easily. Lastly, with the customization feature, The English teacher could adjust the game to suit the needs and abilities of their students.

5.2 Suggestions

Based on the research findings, which focused on teachers' perceptions of using Baamboozle as a media for teaching English vocabulary, the researcher suggests for further study can be expanded, for example about exploring the effectiveness of gamification using Baamboozle for other aspect such grammar, writing skills, reading skill, students' learning motivation, the difficulty level of the material, and student's preferences for the features available on the Baamboozle platform.