

CHAPTER V

CONCLUSION

This chapter consists of two parts, namely conclusion and suggestion. 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 Conclusion

The researcher concludes, based on the findings and discussion presented in the previous chapter, the following conclusions can be drawn:

1. The Pictionary Game was implemented in a structured yet flexible way. The process consisted of three main stages: introduction, learning practice, and closure. The game allowed for modifications to suit students' needs, such as adjusting group sizes and adding a competitive element. The game was designed to actively involve all students by allowing everyone to take turns drawing, which enhanced their creativity and vocabulary acquisition. The students displayed enthusiasm, teamwork, and engagement throughout the process, making the learning experience dynamic and enjoyable. The implementation of the Pictionary Game successfully facilitated an interactive and engaging vocabulary acquisition process.
2. The Pictionary Game method positively influences students' motivation to learn English vocabulary, enhancing their engagement and participation in the learning process by fostering enthusiasm, creativity, collaboration, and a positive learning environment. The observations, interviews, and questionnaires revealed high levels of engagement, teamwork, and a

competitive spirit among students. This game-based approach not only made learning enjoyable and interactive but also encouraged sustained participation and interest, confirming its effectiveness as a motivational tool in language learning contexts.

5.2 Suggestion

For future research, the researcher suggests to explore the impact of the Pictionary Game on different age groups or levels of English proficiency to see how the game can be adapted for various learning needs. Additionally, further studies could investigate the long-term effects of using the Pictionary Game on vocabulary acquisition and its influence on other aspects of language learning, such as speaking and listening skills. This would provide deeper insights into the broader benefits of game-based learning methods.

