CHAPTER V
CONCLUSIONS AND SUGGESTIONS

This chapter is divided into two parts: the first presents the conclusion of the research based on the findings and discussion outlined earlier, and the second provides suggestions related to the research findings.

5.1 Conclusion

Based on the research findings and discussion presented in the previous chapter, the researcher drew the following conclusions to address the research questions of this study. The first conclusion is that the implementation of Kahoot! game as an ice-breaking medium was effective in improving students' interest in learning grammar among tenth-grade students. The findings show that Kahoot! successfully increased students' motivation and engagement in grammar lessons. Its interactive and competitive features created a more enjoyable classroom atmosphere and reduced the anxiety often associated with grammar learning. This result aligns with Adipat et al. (2021), who explained that game-based learning supports student engagement by combining fun, interactivity, and challenge into the learning process. By using Kahoot! at the beginning of lessons, the teacher was able to attract students' attention, activate their prior knowledge, and prepare them for grammar tasks.

The second conclusion relates to the students' responses through questionnaires, which indicated generally positive attitudes toward the use of Kahoot! in grammar lessons. Most students reported that the game format made grammar more interesting, fun, and approachable. This supports Agustina et al.

(2024), who found that implementing game-based learning strategies can significantly improve student motivation and engagement in the classroom. In addition, the collaborative element of Kahoot!, where students discussed answers and interacted with peers, also fostered social learning. This corresponds with Blumenfeld and Paris (2004), who emphasized that student engagement is strengthened when learning activities involve collaboration, active participation, and meaningful interaction with peers.

The third conclusion concerns the challenges faced in implementing Kahoot! effectively. The teacher reported that technical problems, such as unstable internet connections, sometimes disrupted the flow of the lesson, while time management became difficult when game sessions extended beyond the planned ice-breaking period. Some students also showed hesitation at first due to unfamiliarity with the platform. These findings suggest that, while Kahoot! offers significant benefits for student engagement, teachers must carefully prepare and anticipate possible constraints when integrating technology into classroom practice. This is consistent with Adipat et al. (2021), who highlighted that the success of game-based learning depends not only on the design of the game but also on how teachers manage the learning environment and address practical challenges.

In summary, despite certain obstacles, the use of Kahoot! as an ice-breaking media demonstrated a positive impact on students' interest and engagement in learning grammar. The game provided a dynamic and interactive alternative to traditional grammar teaching methods, which can contribute to improved learning

outcomes. The findings support the notion that incorporating technology-enhanced, game-based learning strategies can play a vital role in modern language education.

5.2 Suggestions

Based on the research conducted in this study regarding the implementation of Kahoot! as an ice-breaking media to improve students' interest in learning grammar, several suggestions related to the findings were made. Which are included:

5.2.1 For other Researchers

For the other researcher could expand the sample size and include multiple classes or schools to enhance the generalizability of the findings. Researchers are encouraged to explore the long-term effects of using Kahoot! on students' grammar mastery and academic achievement. Additionally, investigating other digital tools as ice-breaking or learning media could provide broader insights into effective technology integration in language learning.

5.2.2 For Students

Students are encouraged to actively participate in game-based learning activities like Kahoot! as such media not only make learning more enjoyable but also foster collaborative learning and peer support. Developing a positive attitude toward grammar and other language skills through interactive media can help improve overall language competence.

5.2.3 For Teachers

Teachers should consider integrating Kahoot! and similar digital games as ice-breaking and learning tools to increase student engagement,

especially in grammar lessons which are often perceived as challenging or monotonous. Adequate preparation to manage potential technical issues and time constraints is essential to maximize the benefits of game-based learning. Teachers are also encouraged to provide continuous support and guidance to students unfamiliar with such digital tools to build their confidence in participation