CHAPTER V

CONCLUSION AND SUGGESTION

This chapter discusses the conclusion of this research based on the research's findings, limitations of the research, and suggestions.

5.1 Conclusion

The purpose of the research was to collect data on the influence of the Hangman game on the vocabulary mastery of SMAN 8 Jambi students in the 10th grade, based on an experiment in which the Hangman game was used in the experimental class and a normal learning method was used in the control class.

According to the calculations presented in Chapter IV, the researcher can conclude that the Hangman game had a significant effect on students' vocabulary mastery. The research outcome can be determined by comparing the average score of students in the experimental and control classes. The average pre-test score in the experimental class was 78.89, with a post-test score of 82.78. Meanwhile, the control class had an average pre-test score of 75.14 and a post-test score of 81.53.

The researcher also utilized a simple scoring formula to compare students' test results before and after playing the Hangman game. The results indicate that the Hangman game is effective. In other words, students' vocabulary mastery improved after they played the Hangman game as part of their learning process.

Based on a comparison of the experimental class (using the Hangman game) and the control class (using standard learning methods), it is possible to conclude that playing the Hangman game improves students' learning outcomes. The experimental class improved its average scores more (from 78.8 to 82.7) than the

control class (75.1 to 81.5). This suggests that the Hangman game not only inspires students but also encourages them to participate actively, memorize vocabulary more effectively, and enjoy the learning process. As a result, the Hangman game is a useful learning approach that can help students meet their learning objectives in English lessons.

5.2 Limitations of the Research

Even though it was conducted as thoroughly as possible, this research contains limitations. This is due to the limited time available for data collection during the study process. Because the research was carried out during the learning period, there were a few issues because there was little free time to do it.
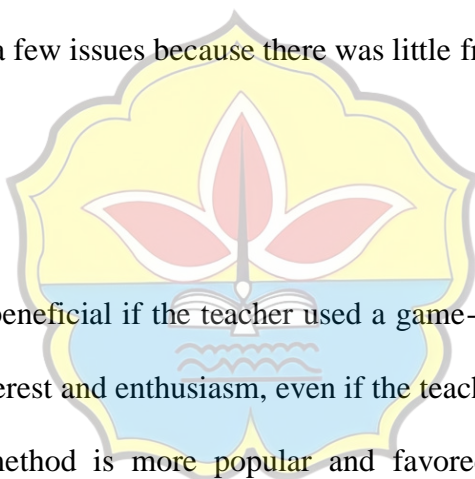
5.3 Suggestion

1. For the Teachers

It would be beneficial if the teacher used a game-based learning strategy to attract students' interest and enthusiasm, even if the teacher's learning technique or normal learning method is more popular and favored. This would make the teaching experience more enjoyable.

2. For the School

Using proper instructional materials, including game-based learning, can help students improve their English skills. The purpose of this research is to give the school creative ideas for creating engaging and enjoyable teaching resources to help students learn.

3. For the Next Researchers

The researcher hoped that this research would help other researchers obtain insight for future studies. It is intended that by applying some of the findings of this study, the discussion regarding the Hangman game in English education and learning would be expanded for future improvements.