CHAPTER V

CONCLUTION AND SUGGESTION

After analyzing the data and discussion in chapter IV, conclusions and some suggestions are taken. Conclusions are drawn based on the statement of the problem formulated, while this suggestion is intended to provide information to the next researcher who is interested in conducting further research.

A. CONCLUSION

English learning especially vocabulary using digital media games in junior high schools. There are many benefit of using digital game in learning vocabulary, first the students are intersting when they learn about english especilly vocabulary. Second digital game make students more enjoy. Third digital game make students more understand and easy to get materials.

The students' vocabulary skills have benefit and there have also been changes before and after using digital media games in the teaching and learning process. Before using digital games, students 'vocabulary knowledge was lacking and after using digital games, students' vocabulary knowledge increased. By utilizing the game's head's up game and cutting edge, this make it easier for students in the learning process, because students can express what they know. Learning with digital games makes students more interested and more attentive to the material explained by the teacher. This has proven to be effective, based on the results of interviews with participants 1 and 2, the teacher said that the use of digital games is also very influential in the learning process which in this era of learning has utilized technology.

In a learning process also requires innovative and creative learning models that can make students active. Because most students are more interested in technology than books. learning by using digital media games makes students more active, enjoy and enthusiastic. students also become motivated in learning. many new vocabularies that students get when learning to use digital media games.

B. SUGGESTION

Based on research that has been done can be suggested:

1. For students
   - Students must understand the instructions given by the teacher about how the game works
   - Students must try to add new vocabulary

2. For teachers
   - Teachers must master technology so they can follow the current learning process
   - The teacher must have a way that students can understand when giving instructions
   - Teachers must be able to provide creative and innovative games