

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

#### 1. Conclusion

Researcher conducted a study at SMK 1 Jatirejo, specifically in Class X-DKV1 as the experimental class and Class X-DKV2 as the control class. The research aimed to teach narrative texts using folklore through gamification. The results demonstrated a higher increase in post-test scores for the experimental class compared to the control class. As discussed in Chapter 4, the experimental class had an average pre-test score of 57.03 and an average post-test score of 96.06 after the treatment. Meanwhile, the control class had an average pre-test score of 46.38 and an average post-test score of 79.29 after the treatment. Therefore, it could be concluded that gamification could effectively enhance students' ability to write narrative texts using folklore.

The results of data analysis were shown from the t-test that t-count  $24.941 > t\text{-table } 1.999$  at a significance level of  $(0.05/2)$  was  $0.025$  and Sig. (2-tailed) was  $0.000 < 0.05$  with a df of 63. Based on the above calculation, it could be seen that the t-count  $> t\text{-table}$  or Sig. (2-tailed)  $< 0.05$ , which meant that  $H_0$  was accepted. Moreover, it could be concluded that there was a significant effect of teaching narrative text in the form of folktale through Gamification to enhance students' ability in writing. Based on the results of the questionnaire validity calculation, it showed that the data used was valid because the value of r-count  $> r\text{-table}$  as described in table 4.11. The results of the reliability calculation on the questionnaire showed that it was reliable or consistent because the value of r-count  $> r\text{-table}$  as described in table 4.14. So it could be concluded that teaching narrative text in the form of folktale through Gamification had a significant effect on students in enhancing their writing skills.

## **2. Suggestions**

The researcher made the following recommendations based on the study's findings:

### **2.1 Teachers**

The researcher hoped that from this research, the English teachers could use Gamification when teaching English material, especially folktales, in order to create a new and fun learning atmosphere.

### **2.2 Students**

Based on the findings of this study, the researcher recommended that students improve their writing skills, particularly in English. Students could choose narrative text, especially folktales, as a way to develop and enhance their writing skills. Students could have a new and fun writing learning style because folktales taught students to remember childhood stories that could build students' enthusiasm.

### **2.3 Researcher**

This research was still far from perfect, so the researcher welcomed constructive criticism and suggestions for improving it. The researcher also hoped that this research would be useful in obtaining information and references for the readers.

### **2.3 Further Researcher**

The findings of this study were expected to serve as information and references for future researchers interested in narrative text learning, particularly folktale learning. The researcher suggested that future researchers could use folktales from other areas that were not widely known by students, considering that Indonesia had many regions with different folktales. It was hoped that Indonesian folktales could be preserved and remembered by young students.