

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

This chapter synthesizes the findings from the conducted research, summarizing the key outcomes and their implications based on the data analysis presented in the preceding chapter. Additionally, it provides recommendations for future research and practical applications of the findings, aiming to significantly contribute to the field and offering valuable insights for researchers and practitioners.

Following all stages undertaken in this study, it is concluded from the results and discussions that teaching English vocabulary using traditional games was effective. This conclusion is supported by the analysis comparing average scores from students' pre-tests and post-tests. The average score on the pre-test was 56.73, while it increased to 82.65 on the post-test. Moreover, the t-test for students' vocabulary mastery was statistically significant, with a p-value less than alpha ($0.00 < 0.05$). This supports the rejection of the null hypothesis (H_0) in favour of the alternative hypothesis (H_1), indicating a noticeable improvement in vocabulary mastery before and after using the "engklek" game.

5.2 Suggestion

Based on the conclusion above, the researcher presents some suggestions as follows:

1. The teacher must demonstrate active, imaginative, and efficient skills in organizing English learning materials.
2. It is crucial for the teacher to effectively manage the classroom environment to enhance student engagement, particularly in teaching and learning vocabulary.
3. Selecting appropriate teaching methodologies is essential. For example, utilizing traditional games can be beneficial as they actively involve students in learning and teaching. This approach fosters

student motivation through enjoyable learning experiences, thereby facilitating improvement in English proficiency, especially in vocabulary acquisition.