

CHAPTER V
CONCLUSION AND SUGGESTION

5.1 Conclusion

After joining some procedures in analyzing the data collected during the research, the writer tried to draw the conclusions based on the result of data analysis. They are shown in the following:

1. The use of hangman game is very effective to teach vocabulary for students in SMP Swasta Diakui Adhiyaksa 2Kupang.
2. There are some significant differences in research of teaching vocabulary by using hangman game. The students' level of vocabulary in the pre test was below average (45.25) while the post test cycle I level was above average (59.37) and post test cycle II was Fairly Good (68.25).

5.2 Suggestions

Although the result of the study showed that the teaching of vocabulary by using hangman game is effective for the seventh grade students of SMP Swasta Diakui Adhiyaksa 2Kupang. There are still some difficulties faced by the students. Therefore, the researcher would like to offer some suggestions as follows.

1. The English teacher of the researched school should pay attention to students' needs and characteristics by giving them some technique to make them easier to learn English.
2. The English teacher should be more serious in helping the students to develop their skill in English especially about vocabulary.
3. Hangman game technique can be an alternative to overcome students' boredom in learning English.

4. This strategy or technique is suggested to English teacher or other researchers who want to conduct similar research or study.
5. Students are hoped to study more and give a lot of responses in learning process, because Hangman Game is very useful for both active and especially passive students to improve their abilities of communication in group.

Last the researcher hopes the result of this research can be used as an additional reference: there will be further research with different discussion which can make a revision within development of this technique.

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