

CHAPTER V

CLOSING

After analyzing in the previous chapter about the use of homophone games on students' vocabulary in English classes at tenth grade students, this chapter contains conclusions from the discussion that have been carried out in the previous chapter and contains suggestions from researchers for readers.

5.1 Conclusion

Vocabulary is one of the most important steps in communicating or acquiring a language. For all students who want to learn English, of course, they must learn the basic elements first, which is called vocabulary. In learning vocabulary, of course, students must find a method that makes them comfortable to learn. One of the right methods to quickly learn vocabulary is to use the game method. For a student, of course, likes the learning process combined with the game method. Because apart from studying, they are also active to play. In addition, the game method of course always offers students fun and relaxed learning atmosphere. There are many benefits of using games in learning vocabulary, especially English. Based on the results of interviews and also observations made by researchers in this study, it was found that the use of homophone games on students' vocabulary there are two categories namely the process of learning vocabulary through homophone games and the obstacle faced by English teacher in teaching vocabulary through homophone games.

5.1.1 The Process of Learning Vocabulary Through Homophone Games

The learning process consists of four stages, namely the preparation stage which must be done before carrying out the learning process such as preparing media. Introduction which begins with checking students' readiness to start learning, core learning activities which are the core stages of the learning process, and closing which closes with evaluation and summary.

5.1.2 The Obstacles Faced by English Teacher in Teaching Vocabulary Through Homophone Games

The obstacles faced by English teacher in teaching vocabulary through homophone games include the school environment, both facilities and infrastructure at school. Lack of facilities and infrastructure will be an obstacle for teachers when teaching. Then another obstacle is the character of students which can be said such as student concentration, student motivation, confidence in students, student interest in learning English, and finally teacher rules that students do not follow such as bringing a dictionary.

The use of homophone games on students' vocabulary can be said to be good and also effective to be carried out in the learning process. It can be said that the game method is the most effective way to learn a vocabulary in English. The basic reason why this game method can be considered as one of the most effective learning aids for students is because this game makes students more motivated to learn, and also students can be active and the material taught by the teacher can be absorbed by students. In addition, this game method has shown many advantages and is also a very effective method to be used in the vocabulary learning process in particular.

5.2 Suggestion

Based on the research results that have been described previously, the researchers would like to give advice to English teacher, students, and schools in order to improve the quality of learning English.

1. For Teacher

After knowing the problems of students in the classroom, the teacher becomes one of the important components who must be able to provide knowledge to students so that what is conveyed can be well received by students. Regarding the problems that researchers found in the classroom, the teacher should first explain the meaning of homophone before playing homophone games, so that students who play can understand it well.

2. For Students

Based on the results obtained by researchers in the field, there are still students who are not interested in learning English. For this reason, students are asked to pay more attention to the material explained by the teacher. And also students can use school facilities that can support students' understanding of the material being taught. And that way, students can follow the lesson well.

3. For School

Media is a support for the smooth learning process in the classroom. For this reason, the school must provide more than one media so that it can be used by all students at the school. Because basically, there are still many students who experience obstacles in the learning process, for that with this media, it can make students more active so it is easier to understand the material taught by the teacher in class.

4. For Next Researcher

Hopefully that this research can be useful for future researcher as a reference for researching the use of games on students' vocabulary and can develop research from the use of games as to produce new results in the research conduct. The researcher also hopes that future researcher will also look for the latest references related to the use of games on students' vocabulary, so that they can get the latest information regarding information related to the title of this research.