

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter presents the conclusion of the findings and the suggestion of the result in using U-Dictionary game application on the students' vocabulary mastery.

#### 5.1. Conclusion

Based on the findings and discussion obtained in this study, the researchers concluded that the application of the U-Dictionary game a significant effect on students' vocabulary mastery and the application was effectively used in class. This is indicated by data analysis that  $t_0$  was higher than  $t_{table}$  in the significance level of 5% ( $2,769 > 2.014$ ). In addition, it can also be seen from the comparison between the mean scores obtained in the experimental class which is 24,60 while in the control class the average score obtained is only 20,80.

Therefore, the  $H_a$  ( Alternative Hypothesis) is accepted which means there is significant effect of U-Dictionary game application on students' vocabulary mastery. Furthermore, it was found the influence of the U-Dictionary game application on the students' vocabulary mastery there is an effect from the application. Then it can be concluded that the research question has been answered and the U-Dictionary game application is proven to be successful improve vocabulary mastery of class VIII students of SMP Negeri 2 Lawe Sigala-gala.

It is also found that the U-dictionary application can be a language center teachers technique in learning english because it is intense and meaningful language practice created. In this game, the studnets also do a lot of vocabulary practice in class unconsciously because they are playing games in english application. This shows that students are easy to practicipate actively in the game which has made them use the language and therefore learn it.

## 5.2. Suggestion

Based on the result of the study, the researcher presents some suggestions for the students, teachers and other researchers as follow:

1. For the other researchers who are interested in the same field, they can try apply the U-Dictionary game application at different levels of learners through various learning topics to prove the influence of the U-Dictionary game application on students' vocabulary mastery. Then, can also try do further research in other english skills because of observation, researchers found that this application also effects other skills in english like speaking and listening.
2. For schools, this media can be applied in the classroom because English requires media or creative and contemporary ideas that will have a positive impact on students. Like using the U-dictionary game application, it turns out that this U-dictionary application can be an effective medium for students to learn. language. Therefore, the researcher suggests that schools and English teachers should implement this application in their schools or classrooms.

Students must find out their own motivation to learn English. There are many media nowadays to support their English learning. One of the U-dictionary game applications is to support their English learning. By implementing the U-dictionary game application, they can be more active in the teaching and learning process in the classroom. They feel more happy, relaxed and enjoy unconsciously, because their vocabulary mastery has increased.