

CHAPTER V

CONCLUSION AND SUGESSTION

A. Conclusion

Based on 3 steps of test namely pre-test, post-test cycle 1, and post-test cycle 2 the researcher conclude that:

1. In the first step, the researcher did pre-test for knowing the improvement of students' vocabulary mastery before using AnagrApp. There 20 questions of multiple choices which are consist of five questions translating a word into indonesian, five questions translating a word into english, five questions guessing a picture and five questions completing a sentence. The atudents have 10 minutes to finish the test. Based on the pre-test result of the students in XI IPA 1, the researcher felt the result was far from the expectation because no one passed the test by using Minimum Mastery Criteria (KKM) 70 from 29 students. YG is the only one student who got 55 which was the highest score in this test but it still doesn't enough to pass Minimum Mastery Criteria (KKM). This result of pre-test shows the student don't have enough vocabulary to answer the questions and need treatment to improve students' vocabulary.
2. The implementation of AnagrApp in students' vocabulary mastery showed that there are 10 students who passed the post test cycle 1 and 19 students have no enough score to pass the test. After the researcher analyze the result of post-test cycle 1 to the result of pre-test, the researcher found that there is significant improvement. The mean of pre-test is about 33.44 and when the researcher do the post-test cycle 1 the mean is increased become 62.75. It means the students' vocabulary after using AnagrApp in the first cycle has increased 29,31.

3. The last cycle of the test shows how the improvement of students' vocabulary mastery. There are 27 students who passed the post test cycle 2 and only 2 students have no enough score to pass the test which one of 2 almost rich Minimum Mastery Criteria (KKM). After the researcher analyze the result of post-test cycle 2 to the result of post-test cycle 1, the researcher found that there is significant improvement. The mean of post-test cycle1 is about 62.75 and when the researcher do the post-test cycle 2 the mean is increased become 86.72. It means the students' vocabulary after using AnagrApp in the second cycle has increased for 23,97. Based on 3 tests which the researcher has done, the mean of students score was 33.44 for pre-test, 62.75 for post-test cycle 1, and 86.72 for post-test cycle 2. These results clearly showed that the students' vocabulary mastery keep increasing from pre-test to post-test cycle 2. So, this research can be concluded that the use of AnagrApp can improve students' vocabulary mastery.

B. Sugesstion

1. For students

Based on the results of research conducted by the researcher, improving Englinsh vocabulary will be more attractive to students and become one of the best strategies by using AnagrApp in students' free time. Of course students will get two advantages by using this application. The first is the students still able to play and the second is students can improve their vocabulary mastery.

2. For the future research

The similiar research in the future can use this reseacrh as the supporting data. The researcher hopethe next research can improve the result of this research.