

CHAPTER V

CLOSING

5.1 Conclusion

Based on the description of the research results and discussion, it can be concluded that students' Vocabulary Mastery at Arabic Education Department Second Semester UIN North Sumatra greatly influences vocabulary mastery when playing the WOW game application itself. And this is very effective, as evidenced by the increase in average scores and the improvement in the ability of second semester students in mastering vocabulary, by using the WOW game application students can be more active in increasing vocabulary through the WOW game itself. Before they got to know the application, students felt bored with activities to increase vocabulary from other activities, they said that since getting to know this application it can help. The results of the student's ability to add insight into vocabulary by using the WOW application have increased very significantly. Prior to the application, scores were applied in the experimental class. So the game WOW application to very effective for increasing vocabulary mastery.

Based on the analysis data in Arabic Education Department Second Semester UIN North Sumatra there is Based on the output table "Independent Samples Test" in the "Equal variances assumed" section, it is known that the value of Sig. (2-tailed) of $0.000 < 0.05$, then as a basis for decision making in the independent sample t-test it can be concluded that H_0 is rejected and H_a is accepted. Thus it can be concluded that there is a significant difference between the average student learning outcomes in Experiment Class and Control Class.

a. Suggestion

Based on the result of the research that has been described, the suggestions given are :

1. The English teacher

Teachers can choose learning methods that are adapted to the material to be delivered and are attractive to children so that learning objectives can be achieved. With one of the media to increase student vocabulary by using games that can hone the mind and add to the student's own vocabulary. Therefore the teacher's creativity must always be improved in relation to classroom learning.

2. The learner

The learners should be more active in learning to hone vocabulary. Don't be shy about asking and looking for and honing more vocabulary because it can improve our English skills.

3. The Further researchers

For other researchers who will conduct research with the WOW game application, it is hoped that they can find descriptions, information and other input about this WOW game application.



UNIVERSITAS ISLAM NEGERI
SUMATERA UTARA MEDAN