

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

This research used quantitative research with quasi-experimental design to gather information about the effect of wordwall.net as an ICT learning media in teaching present continuous tense at 10th grade of SMA Swasta Budisatrya Medan.

The mean score of the experimental class improved from 58.18 to 72.95 after treatment with the wordwall.net platform, according to the study results. Meanwhile, the mean score of the controlled class increased from 57.95 to 58.86 after being treated with a paper sheet instead of the wordwall.net platform. Furthermore, the value of Sig. 2 tailed determined in the finding section was 0.000, which was lower than the alpha score of 0.050. The alternative hypothesis (H_a) was accepted above the null hypothesis (H_0). This study found that using wordwall.net in teaching present continuous tense at 10th grade of SMA Swasta Budisatrya had a significant effect compared to not using it.

Furthermore, the researcher concluded that the significance of students' present continuous tense comprehension after using the wordwall.net platform was caused by their age and motivation. By looking at the students' ages, we can see that they are all accustomed to digital technology, therefore using wordwall.net in their learning activities would not bother them. Furthermore, wordwall.net's features, such as game templates, themes, feedback section, and scoreboard, might increase students' intrinsic and extrinsic motivation because it had material of challenge, curiosity, control, and competition. In addition to influencing students, the Wordwall.net platform indirectly makes teachers more creative.

5.2 Suggestion

1. For teachers

This research can assist teachers in developing students' present continuous tense understanding, particularly in the field of memory, by incorporating games into the teaching learning process. Every learner has distinct abilities and challenges when it comes to understanding English tenses. Teachers should provide additional media to pique students' interest in acquiring English tenses, particularly the present

continuous tense. The Wordwall.net platform has proven to be beneficial in improving students' tenses mastery, particularly in the present continuous tense.

2. For students

Through the Wordwall.net platform, students are expected to find an interest in studying English tenses, particularly the present continuous tense. Students who play present continuous tense games on the wordwall.net platform frequently may have greater tenses understanding, particularly in the present continuous tense.

3. For future researchers

This research might be valuable for future studies analyzing the effectiveness of applying wordwall.net. Future researchers should look at wordwall.net in simpler to comprehend present continuous tense disciplines or English language fields other than this one. Because this research only looked at free templates, the researcher hopes that future studies will look at the limitless feature, which includes many other types of fun learning. Furthermore, further research should encourage students to play the games on wordwall.net more actively. Even though wordwall.net is a fun game learning website, it will not be effective unless students are motivated to apply it.