CHAPTER V
CONCLUSIONS AND SUGGESTIONS

This chapter described the conclusion and the suggestion. In this subject, the researcher would like to give some conclusion that may relate to the subject.

5.1. Conclusions

Based on the result of this study that was presented in the previous chapter, the conclusion was the analysis result of this research, showed that the result of t-test the hypothesis of this research in the significance degree, it found that the value of sig (two-tailed) was 0.049 < 0.05. Therefore, the null hypothesis (Ho) is rejected and alternative hypothesis (Ha) is accepted. Besides, it showed that using object crossword puzzle gave the effect on vocabulary mastery. The score of English vocabulary test from the experiment group taught using object crossword puzzle game was significantly improved. It is proved that the students' score of post-test are higher than the students' score of pre-test in the experiment group. It can be concluded that the answer of research question was proved that object crossword puzzle game was used successfully.

5.2. Suggestions

Based on the result of the research obtained, some suggestions are presented as follows:

5.2.1. For Students

Word is a fundamental and the most important element of oral communication. You can express your feelings and needs by the only word. That's why the researcher say about a power of a word. Vocabulary is only a part of foreign language but the most important one. If you want to learn foreign language, start with the words, first. As well as children do. When you know some words, you can try to speak. It will not be perfect in the beginning but don't worry, people will understand you.

Doesn't matter what level your English is, never stop learning new words. The more words you know, the easier you can express your thoughts. Write down every new word you don't know and memorize it. Keep building up your own vocabulary and repeat all the words you know as often as you can.

Object crossword puzzle one of media can be used to build students' interest and students‟ motivation in learning vocabulary. The students should always keep their vocabulary by memorizing and practicing in studying English.

5.2.2. For English Teacher

There are many media that can be used to make students interested in the learning process, one of which is by using games such as crossword puzzles. Crossword puzzle game is one of the methods that can be considered in teaching in order to help and enrich the students' mastering English vocabulary.

The teacher also must pay attention to the students' level and problems in learning English. If this game is not work to improve their vocabulary mastery, the teacher can be using another media to improve or enrich or help the students as the student is interested in the English learning process.

5.2.3. For the Researcher

Researcher should develop the study using the media or strategies in vocabulary understanding to make the students interested, enjoyed, and understand the material. The researcher suggested to use this kind of study as one of the references to conduct further research dealing with vocabulary. Or further researcher should do research on the new way of crossword puzzle game technique in learning other language component, such as grammar, spelling, pronunciation, etc.