

CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

5.1 Conclusion

After doing the research, the researcher concluded that the application of the word wheel game media had a significant effect on students' vocabulary mastery. The average score of the experimental group which was taught by applied the word wheel game 48.42 The average score of the control group which was taught without the word wheel game media was 87.14. Based on the T-test, the calculated t-value is 2,652. This shows that the alternative hypothesis (H_a) is accepted and the null hypothesis (H_o) is rejected. The conclusion from this research is that the use of word wheel game media influences the vocabulary mastery of students X – SMA Swasta Budi Agung MEDAN.

5.2 Suggestions

Based on the research results, the following suggestions are presented:

1. It is recommended for students to use Word Wheel Game media.
2. It is recommended for teachers or educators to use this media to be applied in the teaching and learning process and for specific purposes of students' vocabulary mastery skills.
3. It is suggested that future researchers can help and use this game better in the teaching and learning process.