

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the research that was carried out in MTs N 2 Bandar Lampung in the academic year of 2016/2017, the researcher had analyzed the data statistically. Based on the statistically analysis, there is a significant influence of using Hangman game towards students' vocabulary mastery at the seventh grade of MTs N 2 Bandar Lampung in the Academic Year of 2016/2017. The significant influence can be seen from Sig. (2-tailed) of the equal variance assumed in the independent sample test table where the Sig. (2-tailed) is 0.000, it is lower than $\alpha = 0.05$ and it means that H_0 is rejected and H_a is accepted.

B. Suggestion

Based on the result of this research, the researcher proposes some suggestions as follows:

1. For the Teacher

- a. The researcher suggested the English teachers apply Hangman game as one of the technique in teaching vocabulary because it could help the students in improving the their vocabulary mastery.
- b. The teacher should not be afraid to use new technique in teaching process as a reason that the students will be difficult to be controlled. Whereas the

students could be more relaxed, motivated and active if the teacher used a new technique in teaching process especially by using Hangman game.

2. For the Students

- a. The students have to create high motivation in themselves to be able to follow the learning process very well.
- b. The students should be more active and practice their English regularly to improve their vocabulary mastery even with their friends or teachers.

3. For Further Research

The next researcher can use this thesis as a reference for the same interest research, and that will be found more various techniques for the teacher to improve students' vocabulary mastery.