CHAPTER V

CONCLUSION AND SUGGESTION

The last chapter of this study the researcher discuss about conclusion and suggestion.

5.1 Conclusion

Based on the results of data calculations using SPSS version 29.0, the author concludes that the use of word chain games has had a positive effect or influence on the acquisition of students' vocabulary mastery. The students who were taught after using the word chain game got high scores before the students were taught using the word chain game. The classroom atmosphere also became quite active, and most students could learn the material easily.

The results of the research in this study were that the post-test scores were higher than the pre-test scores. The post-test value gets an average value (90.06) while the pre-test value gets an average value (63.87). Where the test value is higher than the table. It is known that the comparison value between the pre-test value and the post-test value is (26.19). the value obtained in the table is (<0.001) which can be interpreted as less than 0.05. At a significant level of 5%. Then Ha is accepted. It can be concluded that the use of word chain games can have an effect on students' vocabulary mastery.

5.2 Suggestion

Given the above conclusions, the researcher would like to suggest:

1. **For Teacher**

In order for students' interest in learning to increase, especially in English language learning, teachers are expected to create a pleasant classroom atmosphere by creatively using learning methods or strategies that are suitable for students. So that when students will learn in class they feel happy, not bored quickly, and are able to understand what the teacher says easily. Teachers must also know the problems of students during the teaching and learning process.

2. **For Student**

Students are expected to be more focused during class learning. Students must also in still a high spirit of learning in each of them. So that they are able to obtain satisfactory results.

3. **For Future Researcher**

For future researchers, researchers hope that the word chain game can be used as an English learning method with other skills. Researchers also hope that this research can be useful as a reference for further research.