CHAPTER V

CONCLUSION AND SUGGESTION

After analyzing the data, the conclusion and suggestion is dealing with the finding of research are presented as follows:

5.1 Conclusion

Based on the resut of the study, after presenting the finding of this research and the discussion in chapter IV, it can be concluded as follows: First, the result of data analysis from post-test both groups was proved statistically by using independent sample t-test, where the result is 0,002, it was less than 0,05 level of significance. It meant that there was significant difference on the effect of monopoly game on students' speaking ability between the students who were taught with monopoly game and the students who were taught without monopoly game. Second, teaching speaking by using media like monopoly game can influence students' speaking ability and can make the students more active to speak in the class and not be afraid to speak in front of their friends.

5.2 Suggestion

Based on this research, the researcher would like to give some suggestions:

1. The English teacher

For the English teachers esspecially at SMP Muhammadiyah 1 Gresik should increase the frequency of using monopoly game as a media to avoid

motonous activities in English teaching learning process and to improve students' speaking ability.

2. The students

    For the students are expected to pay concentration during the teaching learning English and increase their English ability especially on speaking ability. They should do more in practicing their English to speak not only in the class but also out of class. The researcher hopes that monopoly game can be alternative as a media to improve students' speaking ability.

3. The other researcher

    This study was far from complete, but the researcher hopes that this study can hold up the previous study and may be used as consideration for teaching and learning process in the future. Therefore, for the other researcher who are interested in educational research are suggested to do the similar research but with the different design, such as classroom action research or others to improve students' speaking ability or another ability by using other media such as chalkboard or magnetic board, etc.