

CHAPTER V

CONCLUSION AND RECOMMENDATION

The last chapter of study is conclusion and recommendation. This chapter presents some conclusion as well as some recommendation the result of the study in the previous chapter.

5.1 Conclusion

Returning to the problem statement posed at the beginning of study, it is now possible to state that this product is developed based on the need analysis that have been done by the researcher previously. Yet, the researcher looks at the syllabus as the guideline in developing this product, because the students at fourth grade like audio-visual in learning English especially vocabulary. So that, the researcher made the product by combining colorful cartoon pictures, pronunciation, and word shooting game.

The researcher divided the material into three topics. There are vegetables, animals, and dresses. The researcher uses the students textbook and worksheet as her references in creating this product. Then, when the researcher conducts try out to the students at fourth grade, all students felt fun, happy, interested, easy to understand the material, and they want to learn English vocabulary any time. For the next study in developing English game, the researcher should consider with the students needs.

However, When this product is used as the supporting media to learn English vocabulary in classroom, there is a weakness that arise such as; suddenly

the students' mobile rang in the middle of teaching and learning activity. It will disturb the teaching and learning process so it will be better to deactivate sim card of all the students.

Otherwise, not all the students have mobile technology, but it does not mean that students who do not have mobile technology cannot enjoy this product to learn English vocabulary. As the researcher states in the previous chapter that this product comes with APK format, it means the students also can run this product on their computer or notebook with supported by the bluestack application. The bluestack application can run as android mobile phone.

5.2 Recommendation

In introducing English vocabulary, most of the teacher preferred to write some English vocabularies on the whiteboard and ask them to read aloud, then copy it, or sometimes, the teacher shows some English vocabularies which already exist in their textbook. There was a problem, most of young learners did not response teacher question and they also preferred to keep silent. Meanwhile, today most of their time were spent to play with their mobile technology rather than learn English vocabulary.

Based on the result above, the researcher provided recommendation to the English teacher and students if this product is suitable for the young learners aged 9-10 years old or categorized as the students of fourth grade.

First, for the teacher, this product could be used as a supporting learning media for the young learners when they learn English vocabulary without any worksheet or textbook. Second, for the students, it would be interesting if they

used English vocabulary media because they still could play with mobile technology to learn English vocabulary, spell the word and pronounce the word. So that, it could increase their motivation to learn English, especially English vocabulary. In addition, the reseacher gives suggestion for the next reseachers to develop this product for all English skills (listening, speaking, reading, and writing). Reseacher also suggests other reseacher to use classroom action research to determine the effect of the product which is implemented.