

CHAPTER V

CONCLUSIONS, IMPLICATIONS AND SUGGESTIONS

5.1 Conclusions

This research was conducted in the attempt to discover the result of the data analysis.

Based on the data analyses, some valuable conclusions are stated below:

1. The students' vocabulary mastery taught by using computer vocabulary game is higher than taught by using board game.
2. The vocabulary mastery of the students who have intrinsic motivation is higher than the students who have extrinsic motivation.
3. There is a significant interaction between games and motivation on students' vocabulary mastery.

5.2 Implications

The findings of this study give implication to English teachers and students who want to improve their vocabulary mastery. This study had tested two kinds of game; they are Computer Vocabulary Games and Board Games. They are applied on students with intrinsic and extrinsic motivation.

The first finding of this research reveals that the vocabulary mastery of the students taught by using computer vocabulary game is higher than the students taught by using board game. Thus, it implies that English teachers should apply computer vocabulary game as one of the media that can be used to teach vocabulary as it can enhance students' vocabulary mastery.

The second finding of this research reveals that there is different vocabulary mastery between students who have intrinsic motivation and the students who have extrinsic motivation. It gives

implications to English teachers should always encourage and be able to set up a conducive atmosphere to retain students' motivation to enhance their vocabulary mastery.

Finally, the third finding of this research reveals that there is significant interaction between games and motivation on students' vocabulary mastery. It leads to the implication that teachers should be more innovative in finding and developing more various media and methods that can be used in their teaching that can attract and encourage students' motivation which finally results the improvement of their vocabulary mastery.

5.3 Suggestions

The research findings provide valuable suggestions for the improvement of students' vocabulary mastery. Thus, the following points are suggested:

1. English teachers should apply computer vocabulary game in their attempts to enhance students' vocabulary mastery because the application of this media is proven effective to be used to introduce, retain, and recall vocabulary.
2. Students with intrinsic motivation should be taught by using computer vocabulary game while students with extrinsic motivation should be taught by using board game.
3. English teacher should pay more attention to students' motivation. Teacher should be able to identify, maintain and encourage their motivation to enhance their vocabulary mastery.