

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents research conclusions as well as several suggestions from researchers for better results and research in the future.

5.1 Conclusion

Writing recount texts can be taught through the use of Baamboozle, an online game-based learning platform. When Baamboozle is used as a medium, students become more involved and active in the learning process and gain a deeper comprehension of the subject matter. Based on the study, the teacher implemented Baamboozle based on the game-based learning flow, in six steps: identifying and studying the game, providing prior knowledge, explaining the rules, playing the game, gathering information from playing educational games, and giving task/exercise. The study's conclusions demonstrated that students became more engaged, motivated, and demonstrated an awareness of the general structure and linguistic elements of recount texts, which aided students in developing their writing abilities, particularly in recount texts.

5.2 Suggestions

At the end of this chapter, the researcher would like to provide several suggestions regarding this research as follows:

1. For English Teachers

English teachers are encouraged to integrate Baamboozle or similar game-based learning platforms into writing lessons to create a more interactive learning atmosphere. Teachers should prepare material, game content, and technical equipment beforehand to minimize interruptions during class. It is also important to manage time effectively, as game-based activities tend to increase student enthusiasm and require additional discussion time. Teachers are advised to monitor group collaboration closely, provide scaffolding for students who struggle with vocabulary or grammar, and ensure that all students participate equally during the lesson.

2. For Students

Students are encouraged to take an active role when learning through Baamboozle by collaborating and discussing within their groups, to deepen their understanding on recount text, in game-based learning activity.

3. For Other Researcher

To gain a more comprehensive understanding of the application of Baamboozle in English language instruction, future researchers are advised to carry out studies on the use of Baamboozle in other language skills, such as speaking, listening, and reading.

4. Department of National Education

The Department of National Education is recommended to promote the integration of digital game-based learning media such as Baamboozle in teaching writing, particularly recount text, as it supports students' engagement, motivation, and understanding of language features and text structure. In addition, it is suggested

that the Department consider Hardianto et al. book, on game-based learning as reference in designing and applying structured game-based learning practices in classrooms.



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