

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

After analyzing the data, the researcher draws the conclusion that the students' existing speaking media are not interesting, and also the media that being used by the teacher was not effective enough to stimulate and encourage the students to speak. They find it is difficult to speak which eventually brings them to be passive learners. They want to have the interesting and attractive media which motivate them to learn, think and speak. The solution for them is developing the new interesting speaking media. These new speaking media are based on their needs and make them more interest in learning as well as ease them to think and speak through *Medan Monopoly Game*. The *Medan Monopoly Game* follows the R & D phases by Borg and Gall (2003) which is simplified into, (1) Gathering Data and Information; (2) Need Analysis; (3) Design Media; (4) Validate by expert; (5) Revision; (6) Final Product. The score of validation from the first validator was 94,2% and from the second validator was 97,1% and it was categorized as relevant. In means that the media were valid and appropriate to use as learning media for students.

B. Suggestion

Based on the above conclusions, the writer would like to give some suggestions as follow:

The English teachers can develop the learning quality and they can apply this *Medan Monopoly Game* in their language classroom in order to create interesting and comfortable classroom condition. Then, they can use the product practically as an interactive material in teaching speaking.

The students also can practice *Medan Monopoly Game* in the class or the outside of the class with or without teachers' guidance. This media can help them to learn English. In this way, the students can achieve their best achievement in speaking.

The result of the study can be considered as a recommendation for the researchers to make further research related to the study.

