

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. Conclusion

After analyzing the data, based on the results of research and discussion, it can be concluded that the procedure for developing smart guess game media to teach English students vocabulary ability at seventh grade of SMP Swasta Pembangunan Nasional Pantai Labu adapted by the theory of Gall and Borg(2003) are (1) gathering data and information, (2) need analysis based on questionnaire and interview, (3) Developing the media, (4) validating to experts , (5) revising , (6) final product based on higher order thinking skills (HOTS) of smart guess game media by using flashcard. The need analysis was conducted on October until November , 25th 2021. There were 25 students as respondents in the class VII-1. Produced of smart guess game media by flashcard based higher order thinking skill (HOTS) from the results of the experts' assessment , the average rating 4.25, so it was categorized as "Very Good" as its positions in the interval of $4.20 \leq x \leq 5$. So, it can be concluded that the smart guess game media by flashcard based higher order thinking skill (HOTS) for seventh grade students in SMP Swasta Pembangunan Nasional Pantai Labu.

B. Suggestions

On the basis of the conclusion, based on the results of the research obtained, the researcher convey several suggestions

1. To the English teacher

To use developed English vocabulary in the class especially at seventh grade of SMP Swasta Pembangunan Nasional Pantai Labu the teacher must have creative teaching techniques so that it can make it easier for teachers to teach. Media is one of the things that affect the success of a teaching and learning process, especially in learning English vocabulary. Therefore, the teachers of junior high school in teaching should use interesting media like smart guess game media by using flashcard to increase students' interest. They also should try to develop English learning media which appropriate to the needs of students and interests. And the last, the teachers should be able to use the technology in creating the media for the teaching and learning process. The researcher suggests the teacher to solve the problems in learning vocabulary by using smart guess game media. The purpose is to make the students feel enjoy and excited in English learning especially in learning vocabulary.

2. To the students

For students to should stay enthusiastic in terms of learning English because English is one of the international languages. They can use smart guess game media by using flashcard and motivation to improve their ability in learning English vocabulary in descriptive text because they can learn about the material at their home before starting the teaching-learning process. The students have to try to learn vocabulary. Because vocabulary is very important especially in English.

3. To other researcher

The researcher gives suggestion to the next researcher to conduct the similar game media with other respondents to find out the advantages of this material or improve this research by doing further examination on the students' ability through the implementation of smart guess game.

