

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

This chapter provides the conclusion drawn from the findings of the research and suggestions for teacher, students, and other researchers.

#### A. Conclusion

In conclusion, this study revealed that vocabulary games were perceived positively by seventh-grade students as an engaging and enjoyable method for learning English. The games contributed to greater motivation, increased confidence, and better participation in class activities. Students reported that these games helped them remember new vocabulary more easily, apply words in meaningful contexts and communicate more fluently during speaking activities. However, challenges such as pronunciation difficulties and occasional discomfort with competition were noted, suggesting that while vocabulary games have substantial benefits, they may need to be supplemented with other methods to address all aspects of language learning comprehensively.

Overall, vocabulary games played a crucial role in fostering a more interactive and supportive learning environment. By reducing anxiety and making learning more dynamic, these games helped students feel more confident and willing to practice their English speaking skills. The study highlights the potential of incorporating games into language teaching, while also recognizing the need for balance and variety to ensure that all students can benefit from the approach.

## B. Suggestions

Throughout the research, the researcher points out some insights as suggestions. The teachers are encouraged to continue using vocabulary games as part of their teaching strategies, especially in improving students' speaking skills. To address the identified challenges, teachers should consider incorporating additional pronunciation-focused activities alongside vocabulary games. Furthermore, it is important for teachers to regularly assess and adapt the games to meet the varying needs of their students.

In addition, the students should actively engage in vocabulary games and take advantage of the opportunities these games provide to improve their language skills. They are encouraged to participate fully and use the games as a platform to practice speaking without fear of making mistakes. Students should also seek out additional resources or activities to help with areas such as pronunciation. Finally, for the further research is recommended to explore the long-term effects of vocabulary games on various aspects of language skills, including pronunciation, listening, and writing skills. Future studies could also examine the effectiveness of different types of vocabulary games across diverse educational contexts to identify best practices and optimize their use in language teaching.