

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter deals with the results of the research by giving conclusions and suggestions. The conclusion is based on the results of the research, and the suggestions are referred to the Teacher and other Researchers.

5.1 .Conclusion

From the title "Kahoot application game on student motivation in learning vocabulary". Learning that is different from previous learning aims to make students interested and motivated so that it will be easier for teachers to carry out the learning process. Therefore, researchers consider this online-based media to be the right one. And it aims to increase students' vocabulary, which is done with an interview guide to find out the interests and how much students memorize or remember their own vocabulary, and also increase vocabulary. The researcher distributed a questionnaire containing how far the students' vocabulary mastery was, how enthusiastic the students were in learning English. In addition, it is also strengthened with instruments to increase students' vocabulary, after the learning process is carried out with the Kahoot game application. This teacher can apply learning with kahoot game media which is done by observation, namely seeing, and observing students, then the teacher explains what kahoot game is and how to operate it in the learning process. In this activity the teacher needs supporting media, namely with an adequate lab in school, because the learning process is done online, besides that the teacher also prepares interesting questions so that students don't get bored with the learning process. the teacher explains how to enter the classroom. how to answer and also the time specified in the application, students answer questions carefully. If students' answers are wrong, then the score they get will be reduced and vice versa. in the last session of learning the teacher announces the child's highest score and there the teacher can conclude that the students at SMPN 3 Kedungadem Bojonegoro are very enthusiastic and interested in the learning process using the Kahoot game application.

5.2 .Suggestion

Based on the results of the research and discussion, the researcher provides several suggestions. These suggestions are addressed to the teacher as a class leader, and suggestions for other researchers to improve the results more deeply.

1. For Teacher

Teachers should pay more attention to the aspects needed in carrying out the learning process using kahoot games and designing questions that are in the application so that students can better understand and easily answer the questions listed in the application. Then other teachers can consider adding questions in the form of an application to be a benchmark in assessing students' high level understanding in improving students' vocabulary in English. In preparing students to face the practice of learning English using the Kahoot application the teacher can help students to understand and have a skill level that covers all levels of questions required in the application.

2. For Further Researchers

Based on the results of the study, the researcher suggested to the next researcher to pay attention to all the questions in the Kahoot game application in game-based English vocabulary learning. Further researchers are also advised to prepare more questions related to the English curriculum which includes other level questions such as evaluation questions and making questions.

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