CHAPTER V

CONCLUSION AND RECOMMENDATION

This chapter consists of two subchapters, there are conclusion and recommendation.

5.1 Conclusion

This subchapter describes the summary of the research based on research findings and discussion in the previous chapter. The researcher will explain the result of data collecting about students’ perception on the use of games in language learning at MAN 3 Sleman.

In this research based on the research finding and discussion about students’ perception on the use of games in language learning at MAN 3 Sleman, which is elaborated in the previous chapter that using games in language learning is an effective strategy to learn language. In this case, foreign learners who learn foreign languages especially English in this context, need varied methods in order to they are not getting bored when teaching learning process. For the reason, students usually feel bored because they have not changed their learning habits, such as reading text and answer some questions based on the text, do some excercises on LKS, or learning passively through the teacher’s explanations.

Meanwhile, after the application of competitive games and cooperative games, it can be seen that there exists positive perceptions from students, namely they also enjoyed doing games, they easily to understand with new vocabularies that they
have got while games, and they feel that by using games can help them to add their vocabulary size because by implementing games they can memorize it easier because games is a part of mnemonic strategy. Finally, the researcher concludes that using games in language learning is a good strategy to learn foreign language for foreign learners. In addition, students’ perception on the use of games in language learning also declare that games help students in language learning.

5.2 Recommendation

This subchapter is a list of recommendations for further research based on the purpose of the research and the significance of the research. The researcher also suggests some improvement in conducting further research based on the limitations and weaknesses in research findings and discussions.

There are two parts recommendation in this research based on the context investigation of this research. The first recommendation is for the improvement of using games in vocabulary learning for foreign learners. Then, the second recommendation is for the future researcher who interests to investigate using games in language learning. For improvement of using games in language learning, the researcher would like to suggest that using games in teaching learning process of language learning in English has been of good ways to help students learn foreign language. It would be a good strategy if teachers who teach foreign languages especially English in this case can consider it to applicate games in their lesson plan well so all students can be get advantages from games so that games are not just fun but also become
meaningful activity. However, it would be more effective if the teacher monitors students well during games process especially for competitive games in order there is no exist cheating in games, and the teacher can assess the students’ contribution in games either competitive games or cooperative games. Recommendation for future researcher, if desire to research about using games in vocabulary learning can be considered to take setting at English courses or private schools than formal schools. Based on the researcher’s experience, there are limitation references of the game that can be used in teaching learning process in English lesson at formal schools because the lesson plan based on syllabus that have authorized from governments. So that, the teacher just can apply games based on appropriate with the material with the result that the data which obtain not much in this research.