

## CHAPTER IV

### CONCLUSION

From the research that has been done, the researcher draws the following conclusions:

1. For the students, the use of board games has a positive effect, it can be seen from student's responses to the lessons. The students enjoy and make them engage each other in the classroom.
2. The implementation of a board game showing a student's positive attitude. The result is students were more motivated in learning, because the interest of learning increases. Moreover, by playing board games students easy to understand the material and having a chance for all students to get a fair turn in practicing the material. besides, playing board game also Eliminate boredom in learning and encourage students to find new ideas
3. For the teacher, board game also helps the teacher in presenting material effectively. The use of board games makes students easily understand the material that delivered with interesting media.
4. Board games is a good media that very useful and applicable to teach speaking, it is showed that students more confidence, motivated, more creative in expressing the idea, and more enjoy to speak in English.