

## CHAPTER V

### CONCLUSION AND RECOMANDATION

This chapter describes the summary of the research based on the research findings. Moreover, recommendation for the further research and is also included in this chapter.

#### A. Conclusion

The study aimed to know; first is, what classes of which the lecturer applied didactic games to teach English? And the second is, how are the structure applied by the lecturer in English proficiency class? The result based on interview and observation were analyzed, and the following major finding are drawn:

1. The Elements of the game that were applied in each class have confirmed to the Prensky's theory. Both lecturers have applied the six keys structural element of game in their own technique. They has develop the game in such way to accept the learning point. How they applied the six element: rules , goals and objective, outcomes and feedback, conflict, competition, challenge and opposition, interaction, and representation story in the classroom and adapt with the situation and condition of student to make the class running smoothly.
2. The teaching stages of applying didactic games in teaching listening and speaking also confirm to the theory of Willis. Both lecturers have applied the 2 of 3 elements. How they applied the six element: pre task activity (introduction to topic and task) and task cycle (Task, planning and Report)

## **B. Recommendation**

For the English teachers who are teach using didactic games. There are many kind of games that are used for deliver knowledge especially didactic games. It is very interesting if they used different technique for deliver it, especially for game activity. They have their own way to tech didactic games. However the teacher didn't feel compelled or comfortable with the technique and the student can felt enjoy and fun when they follow the classroom activity, and they easy to understand the materials.

For the further research the researches recommends the further studies to deeply analyze the structure of didactic games that used for teaching English. Beside, how the effectiveness of didactic games for teaching English in first student semester.

