

CHAPTER IV

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the first research question, the final result of this research shows that the use of Who Am I game is effective used in students' vocabulary mastery at the eighth grade of MTs Aluppang. While based on the second research question, it concludes that there were showing positive responses toward the use of Who Am I game effect the students' vocabulary mastery.

B. Suggestion

Based on the conclusion above, the researcher put some suggestion as follows:

1. For Teacher

The teacher conveyed by researcher is at least to do the process of vocabulary learning using the game can be done by applying the game Who Am I because it has been tested in the location where researcher conducted research and at least can contribute a little in the process of learning English vocabulary and also hopefully can effective in learning process.

2. For Students

For students are expected to follow the english learning procedures delivered by the teacher well so as to maximize the learning process of English vocabulary

3. For Researcher

For the future to prospective researchers who want to do research on effective learning methods to improve students' vocabulary mastery, can make this research as a reference. In addition, the researcher also hope that prospective researchers can produce the better research work in the future.