

V. CONCLUSION AND SUGGESTION

This chapter is intended to elaborate the conclusion and suggestion. It includes the explanation of the influence of using parlour games towards students' vocabulary achievement, the obstacles faced by them and some suggestions for further research.

5.1. Conclusions

Having finished conducting the research and analyzing the data, the researcher draws the conclusions as follows:

1. Based on the research result, there was a significant difference of students' vocabulary achievement who are taught through parlour games. it could be seen from the result of the hypothesis which showed that value two tail significance was smaller than (sign $0.00 < 0.05$). it also supported by the data mean score of experimental class. The mean score of the pretest was 56.50 and the post test was 63.40. meaning that the experimental class gained 6.9 score. It means that parlour games was influence the students' vocabulary achievement significantly.

5.2. Suggestions

1. Since there is an influence of vocabulary achievement taught through parlour games, English teachers are suggested to use this game as the variation in teaching English vocabulary.
2. During the teaching learning process, the researcher saw that there were some students busy with themselves. To overcome this situation, the English teacher should arrange the students' chair position and give time limitation in doing the game. It can make them focus their attention to the representative of a group coming in front of class.
3. It was found that there were some students did not know the meaning of some English words used as vocabulary target. Therefore, the English teacher should observe whether all the students in the class give appropriate response or comprehend the vocabulary meaning which has been learned. It is needed to avoid the students' misconception of the vocabulary meaning and ask them to make sentences by using those words.