

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. CONCLUSION

After collecting and analyzing the research finding, finally the writer can draw a conclusion as follows:

1. Based on average score of the students' application of who am I game strategy (X variable) at *SMP Al-Washliyah Sumber* showing 71.33, it means that the students' application of who am I game strategy can be considered as "high", it indicate that the students' achievement in speaking skill can be influence from the application of whoam I game strategy.
2. Meanwhile, the average score of the students' achievement in speaking (Y variable) showing 52.5, it means that their achievement in speaking can be considered as "enough". In this situation, the students' of *SMP Al-Washliyah Sumber* in general when studying English speaking are good enough through the application of who am I game strategy.
3. Finally, after collecting the data of students' application of who am I game strategy (X variable) and the data of the students'

achievement in speaking skill (Y variable), the writer would like to analyze to get the result of the analysis by means of the formula of product moment. In fact, the result of the analysis shows 0.64. It means that there is an enough or sufficient correlation between X variable and Y variable or it also means that there is a positive correlation or the same direction correlation. It also knows that the influence of X variable on Y variable shows 40.96% and 59.04% can be from the other factor that need to be investigated more detail. It categorized in sufficient correlation or there is a sufficient correlation.

4. The research hypothesis : there is positive influence between the using of who am I game strategy and students' achievement in speaking skill at the eighth grade students of *SMP Al-Washliyah Sumber*.

B. SUGGESTION

The writer would like to give suggestion for improving the students' knowledge of English especially on their English speaking. The writer hope that these following suggestions can give some advantages to the students and the English teacher in order that process of teaching and learning English can be more useful and enjoyable. The suggestions are as follow:

1. Teachers ought to give some simulation and support and also give students' games to the lesson in learning process. If it is interesting they will have the motivation to learn while very influential in the achievement of learning outcomes.
2. In teaching of speaking, the English teacher are able to attract students' interest by giving interesting motivation such as media, game, and method of teaching. It can also improve their speaking achievement and the students are obligated to take their dictionary.

Finally, the writer hopes there will be many researchers who are interested in studying some other methods in teaching a speaking effect in the future.

