CHAPTER V
CONCLUSION AND SUGGESTION

This chapter explained the conclusion and suggestion. The first part was the conclusion, all about the research finding, and the previous discussion was to obtain the research summary. The second part gave suggestion based on her research.

5.1 Conclusion

This study entitled **"The Effectiveness of Using Wordwall.Net on Students' Vocabulary in Junior High School"** used a quantitative research study using a quasi-experimental method to collect data on the effect of using Wordwall.net on students' vocabulary. Thus, the researcher drew the following conclusions:

1) The results showed that measurable difference between students who received treatment using Wordwall.net and those who did not. The effectiveness of Wordwall.net was proven through the post-test results of students in the experimental class, who got an average score of 79.29, compared to the control class, which got an average score of 56.97.

2) The results showed that the significance level of the independent t-test (Sig. 2-tailed) of < 0.001, which is below the significance threshold of 0.05. The effect that size of this research was 1.45, indicating a considerable effect. Therefore, using of wordwall.net had a significant positive effect on increasing students' vocabulary.

Based on the results of the research that the hypothesis was concluded that the rejection of the null hypothesis (Ho) and the acceptance of the alternative hypothesis (Ha). Therefore, Wordwall.net's learning media increased students' vocabulary in seventh grade in Junior High School, specifically at SMPN 1 Astanajapura, Cirebon. Apart from its interesting templates, the students belonging to the alpha generation were also very proficient with digital technology, so the use of Wordwall.net was very helpful in their learning activities.

5.2 Suggestion

Based on the carried-out research, which produced diverse results, several recommendations provided that can be useful especially for English teachers, students, and future researchers:

1) For English Teachers

This research has the potential to help teachers in enhancing students' vocabulary development by incorporating games into the teaching and learning experience. Teachers should employ a wider range of media, both in offline and online learning, to attract students' interest and increase their English vocabulary. The efficacy of the Wordwall.net platform in increasing students' vocabulary has been demonstrated. It can increase students' ability to remember a large number of vocabularies by transforming the process from rote memorization to an enjoyable experience through playing games.

2) For Students

The wordwall.net platform increases students' interest in their English vocabulary, both within and outside of classroom instruction. Regular utilization of vocabulary games on the wordwall.net platform might lead to an indirect enhancement of students' knowledge of vocabulary. It is expected that through this digital development transformation, students will acquire a high level of proficiency in English, particularly in vocabulary.

3) For Other Researcher

The results of this research can be a great asset for future research aiming to assess the effectiveness of using wordwall.net. Future studies should explore the potential uses of wordwall.net in many English abilities beyond the scope of this study. This study especially examines free templates, with a hope that future researchers will explore the wide range of unlimited templates, besides match up, multiple choice, matching pair, group short templates, that provide different and compelling learning opportunities. Furthermore, it is essential for future research to incorporate a questionnaire to further explore how students are motivated while using wordwall.net.