

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter gives information regarding the researcher's conclusion based on study conducted at MTS N 3 Cirebon.

5.1. Conclusion

Based on the research presented above, here is the conclusion:

Pupils' speaking abilities have been significantly affected by using the Memrise app. This has been shown by evidence showing that students' speaking skills have improved while using the app for learning, compared to before the use of Memrise. By using an engaging and entertaining teaching approach, the app was successful in assisting students in improving their pronunciation, vocabulary development, and speaking confidence. As a result, Memrise can be regarded as a helpful educational tool to help pupils learn how to talk.

Pupils' speaking abilities before and after receiving instruction using Memrise differ significantly. The difference indicates that Memrise is an effective tool for improving pupils' speaking skills. Students may improve their pronunciation, increase their vocabulary, and boost their confidence when speaking thanks to the app's controlled repetition function, multimedia assistance, and interactive learning approach. Memrise can thus be suggested as a cutting-edge educational resource to help with the instruction of pupils' speaking abilities.

5.2. Suggestions

The researcher's recommendations for English teachers, students, and future research are based on the findings of the study. Here are the suggestions:

5.2.1. For English Teachers

To improve the involvement of pupils, English teachers need to better understand the needs of their pupils. To understand their needs, teachers must listen to what their students want. Memrise is a medium that can increase student involvement and make lessons more interesting and

creative and not boring because pupils will be more engaged in learning English if the teaching strategies and material are more engaging.

5.2.2. For Students

Students must put in a lot of effort in their studies, read books, speak English, and constantly encourage themselves to take their English studies more seriously both inside and outside of the classroom. In order to improve their engagement and choose the most appropriate media for learning English, students should investigate more about alternative digital game-based learning.

5.2.3. For Future Research

Finally, the research findings might serve as a knowledge base or guidance for teaching regarding student engagement. With the use of digital game-based learning, the flaws in this study can be addressed in other skills or participant levels.

