### **CHAPTER V**

## CONCLUSION AND SUGGESTION

#### A. Conclusion

Before Text Twist game being applied, the students' engagement in the teaching and learning process were fair with 76%. The students noticed the teacher's explanation properly but just few students were brave to ask about the material. Students did not really respond with teachers' explanation even they looked like interested with the material because it was something new for them.

In the first cycle, the students' engagement rose to 80%. It meant that majority of the students are enthusiastic in the teaching and learning process. The students are more active, supportive and got the accurate feedback from the teacher. When the teacher was applying the game, many students were enthusiastic while the others were still a bit confused about the game so that they were got some problems to find out the answers.

In the second cycle, it rose to 83%. The teacher and the students were very attracted. The majority of students paid attention to teacher's explanation. There were a lot of students that asked and the teacher gave the answers for every questions. They also participated in the game with much enthusiasm and did the test well as the teacher and researcher watch them during the test. In conclusion, The implementation of Text Twist game through cooperative learning could improve the students' noun vocabulary power.

The improvement of the students is drawn in accordance with the result of the data analysis in the previous chapter. There was a significant difference of the students' achievement in every cycle. The average of tests score increased from 58.93 in pre cycle to 65.73 in the first cycle, and 76.86 in the second cycle.

## B. Suggestion

Text Twist game, however, is not only one technique in teaching noun vocabulary. There are still a lot of teaching techniques to be used. There are several important things that can be suggested in the last report of the paper end it is hopefully can be useful for the reader, especially:

# 1. For the English Teacher

- a. Teacher should use the text twist game sometimes as an alternative technique in teaching noun vocabulary. This study shows that the students have high score of the test after they got the text twist game teaching.
- b. Cooperative learning is recommended for English teacher to make students become more proactive in teaching and learning process. The teacher also gives reward to the students who get good score, so that the students are motivated to be bettering the next meeting especially for students who are poor in understanding the material.

### 2. For the Students

It is better for the students to build their intrinsic motivation in the English language learning, especially noun vocabulary in order to increase their interest in the classroom activities.

### 3. For the next Researchers

They can make this study as their reference to conduct other researches on the same field. They are also expected to be able to cover the limitation about this research; they can conduct a research with the same technique but in different vocabulary. The researcher hopes that the next researchers can prepare everything as good as possible in doing research and can follow up this research.

### 4. For the readers

The researcher hopes this thesis can be useful for the reader. So, they can know that using text twist game technique through cooperative learning is effective to improve students' ability to omprove students' noun vocabulary power.

The researcher realizes that this thesis is still less perfect, so that, in order to make it perfect any suggestions and criticism are hoped. As a result, this research is hoped to be useful for the researcher and for the readers in general.