

CHAPTER V

CONCLUSSION AND SUGGESTION

This chapter consist of conclusion and suggest and the suggestions regarding to the finding of this research

A. Conclusion

The researchers concluded that using Kahoot to boost students' interest in learning English, especially when teaching Kahoot to tenth grade at SMA Kristen Makale. Based on the pre- and post-test results, the average pre-test score was 94.73 and the median post test score is 98.04. Then, based on the findings and discussions in the previous chapter, the results show that a t_o ($t_{count} = 817$) is greater than t_t ($t_{table} = 2,060$), $t_o > t_t$, so the null hypothesis (H_o) is rejected and the alternative hypotheses (H_a) accepted. It concluded that the use of Kahoot was effective in increasing the interest of tenth grade students at the SMA Kristen Makale in learning English.

B. Suggestion

From the advantages that exist in teaching English, especially in teaching using the Kahoot application, the researcher would like to make the following suggestions:

1. For the teacher

For teachers, Kahoot application can be considered as one of the alternatives that can be used by English teachers as learning media in the classroom because it can increase students' interest in learning effectively. Indeed, this study focused on Kahoot application to increase students' interest in learning English. This does not mean that Kahoot can only be used for quizzes, but it can also be used for games, discussions and other surveys. Therefore, English teachers are advised to try using the Kahoot app in teaching all kinds of materials. Secondly, by using Kahoot app English teachers can monitor learners' strengths and weaknesses in mastering the material which can be seen from the number of correct

answers answered by learners during the lesson. Thus the teacher is also challenged to repeat the material that has not been mastered by the learners to increase student participation in learning, maybe this Kahoot application needs to be used many times not just a few times as in this study to really make an increase in students' interest in learning English.

2. For students

The students are encouraged to be more serious in the teaching and learning process, with Kahoot motivating students to continue to get satisfactory results. Kahoot can also increase interest and support the learning style of the digital generation. Technological advances that are increasing very rapidly can be utilized as one of the learning media, which is a means to bridge the relationship between students and learning resources, both in the form of educators and other learning resources.

3. For researchers

It is suggested to other researchers to complement this research by conducting other research on Kahoot in increasing students' interest in learning English. Based on the description above, the researcher would like to suggest to other researchers, so that the results of this study can be used as an additional reference for further research with different samples and times. This research has many limitations and more research needs to be done on this topic.