

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

In the research "The Effect of Using Jeopardy Games on Students' Reading Comprehension", it can be concluded that:

1. The application of jeopardy games on students' reading comprehension showed a significant improvement with the results of the pretest and posttest with a t_{count} 41.19 dan t_{table} 2.05 with a significance level $\alpha = 0.05$ so that $41.19 > 2.05$ is obtained. Then H_0 is rejected and H_a is accepted. This show that there is significance effect of using jeopardy games on students' reading comprehension after the treatment.
2. The use of jeopardy games obtained a positive response from students, such as this game can attract students' attention, increase their activeness, and enthusiasm in participating in the learning process. In addition, this game also makes it easier for students to understand the content or meaning contained in a text.

5.2 Suggestion

In connection with the conclusions above, the suggestions that the researcher can give are as follows:

1. The SMA Negeri 4 Langsa is expected to support and facilitate teachers in applying learning models during the learning and teaching process.

2. English teachers, especially at SMA Negeri 4 Langsa, should be able to apply jeopardy games during the teaching and learning process in other skills.
3. Jeopardy games are expected to be a learning activity that can be applied to other subjects.
4. Students are expected that jeopardy games can increase students' interest in learning English, especially in reading comprehension.