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CHAPTER V

CONCLUSION AND SUGGESTION

A. CONCLUSION

Based on the explanation from the previous chapters, the data presentation and analysis are concluded as follows:

1. The students' speaking ability taught by using crazy story game is categorized into good level with the mean score 76.
2. The students' speaking ability taught without using crazy story game is categorized into poor level with the mean score 60.
3. From the analysis of paired sample T-test formula, it can be concluded that t_0 5.742. It is higher than t-table either in significance level of 5% = 2.00 or 1% = 2.65. So, the researcher found that $2.00 \leq 5.742 \geq 2.65$. It concluded that H_a is accepted and H_o is rejected.
4. Crazy Story Game gives significant effect to students' speaking ability of the eleventh grade students at Vocational High School Pharmacy Ikasari Pekanbaru. The mean score of experimental class is higher than control class. The eta square was 0.76 and the effect size was categorized into large effect. It can be concluded that teaching speaking by using Crazy Story Game has an effect on students' speaking ability.

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B. SUGGESTION

From the conclusion of the research above, it is known that using Crazy Story Game can give significant influence to students' speaking ability. Thus, the researcher suggests:

1. Crazy Story Game can be one of the choices for the teacher of English in order to help students in speaking. Because of that, the researcher suggests to reading this thesis as reference for those who want to know about Crazy Story Game in teaching and learning process.
2. For the readers and other individual, are recommended to use this thesis as one of the references in finding information about Crazy Story Game and speaking ability.
3. For the students, they have to be interested in speaking. The students are hoped to be brave and confidence in speaking English and pay attention to the teacher that explains the material. Try to always speak in English and enjoy learning English with help from the teacher.