

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

This research consists of two variables. They are the effect of using Gossips Game (independent variable) and the students' listening comprehension (dependent variable). Based on the data analysis in chapter IV, finally the research about the Effect of Using Gossips Game on students' listening comprehension at MADarulHikmahPekanbaru comes to the conclusion as follows:

1. The students' listening comprehension in descriptive text before being taught by using Gossips Game was categorized into less category.
2. The students' listening comprehension in descriptive text after being taught by using Gossips Game was categorized into good category.
3. There was significant effect before and after being taught by using Gossips Game on students' listening comprehension in descriptive text at MADarulHikmahPekanbaru.

B. Suggestion

After conducting the research, the researcher would like to give some suggestions to the teachers and the other researchers:

1. Suggestion for Teachers

- a. Gossips Game can be one of the choices for the English teacher to help students' listening comprehension on descriptive text
- b. In effort to increase the students' listening comprehension, teacher must be creative to manage the strategy to be used in comprehending the listening text. Based on the research findings, there was an effect of using Gossips Game on students' listening comprehension at MA DarulHikmahPekanbaru. Thus, the teacher can apply this game in teaching listening comprehension.
- c. To build up creative and enjoyable learning for students in order to make students interested and not bored in doing their listening tasks should be developed by English teacher, for example, by using Gossips Game.

2. Suggestion for other Researcher

- a. The next researcher can give contribution in conducting the research especially about listening comprehension.
- b. This research is one of the ways in improving students' listening comprehension. It is expected that the findings will be used as starting points to conduct another research.
- c. There are many other strategies or games to make teaching and learning process more effective. The researchers are expected to find new strategies, methods, techniques, and approaches.

Finally, the researcher considers that this study still needs validation from the next writers that has the same topic as the study. It means that Gossips Game can be used in other schools to know the effect of teaching listening. It also can be as a relevant research for the researchers that will conduct.