

CHAPTER V

CONCLUSION

A. Conclusion

Based on the findings of this study, it can be concluded that the use of Blooket Games had a significant effect on students' vocabulary mastery among eighth-grade students at SMP Negeri 5 Kota Bengkulu in the academic year 2025/2026. The findings revealed that students who were taught using Blooket Games achieved better vocabulary mastery than those who were taught through conventional learning methods, as reflected in the higher mean post-test score of the experimental class (78.21) compared to that of the control class (68.63). Furthermore, the result of the independent samples t-test indicated a statistically significant difference between the two groups. Consequently, the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted. These findings suggest that the integration of Blooket Games into English language learning can effectively enhance students' vocabulary mastery. Therefore, Blooket Games can be considered an effective and engaging learning medium to support vocabulary learning among junior high school students.

B. Implication

Based on the findings of this study, the researcher provided several important implications to be considered:

1. For teachers: Teachers are expected to consider using technology-based learning media that are engaging and interactive, such as Blooket, to improve students' vocabulary mastery in English language learning.
2. For students: The use of game-based learning media through Blooket can provide a more enjoyable learning experience, increase students' learning motivation, and help students understand and retain English vocabulary more effectively.
3. For schools: The results of this study can be used as a reference to support the implementation of educational technology, particularly the use of innovative digital learning media, in order to improve the quality of English language teaching and learning in schools.
4. For future researchers: This study is expected to serve as a reference for future research in developing more creative and innovative learning strategies, especially those related to the use of game-based learning media to enhance students' English language skills.

C. Suggestion

Based on the findings of this study, the researcher suggested the following:

1. For future researchers: Further studies are recommended to use more innovative approaches and extend the duration of the intervention in order to examine the long-term effects of using Blooket on students' vocabulary mastery. In addition, future research may explore its application in different language skills or educational levels.
2. For teachers: Teachers are encouraged to integrate Blooket with various instructional methods, such as communicative language teaching or task-based learning, to enhance the effectiveness of instruction and enrich students' vocabulary mastery in more meaningful learning contexts.
3. For schools: Schools are encouraged to support the integration of technology-based learning media such as Blooket in the teaching and learning process. This support can be realized by providing adequate facilities, offering teacher training, and promoting the use of innovative digital learning tools to improve the quality of English language instruction, particularly in enhancing students' vocabulary mastery.

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