

CHAPTER V

CONCLUSION

A. Conclusion

The use of the Assemblr Edu application was found to have a an effect on the vocabulary mastery of eighth-grade students at State Junior High School 20 in Bengkulu City. This result was supported by the Independent Samples t-Test, which produced a Sig. (2-tailed) value of 0.003. Since the significance value was lower than 0.05, a significant difference was identified between students who learned by using the Assemblr Edu application and those who were taught through conventional teaching methods. The results of this study also address the research question concerning the effect of the Assemblr Edu application on students' vocabulary mastery. Following the treatment, students in the experimental group outperformed those in the control group in terms of vocabulary mastery. Accordingly, the alternative hypothesis (H_a) was accepted, whereas the null hypothesis (H_0) was rejected.

B. Implication

1. Theoretical Implications

The results of this study contribute to the development of English language learning theory, particularly in technology-based vocabulary learning. The findings indicate that the use of the Assemblr Edu app as an Augmented Reality (AR)-based learning tool can

significantly improve students' English vocabulary proficiency

2. Practical Implications

The results of this study have practical implications for teachers, students, and schools. For teachers, the use of the Assemblr Edu app can serve as an innovative alternative learning tool to improve students' English vocabulary proficiency. This tool can help teachers create a more engaging, interactive, and student-centered learning environment. For students, using Assemblr Edu can help them understand and remember vocabulary more easily through three-dimensional object visualization and a more realistic learning experience. Meanwhile, for schools, the results of this study can serve as a consideration in integrating digital technology into the learning process to improve the quality of learning and student learning outcomes.

C. Suggestion

1. For Teachers

English teachers are encouraged to utilize the Assemblr Edu app or other Augmented Reality-based

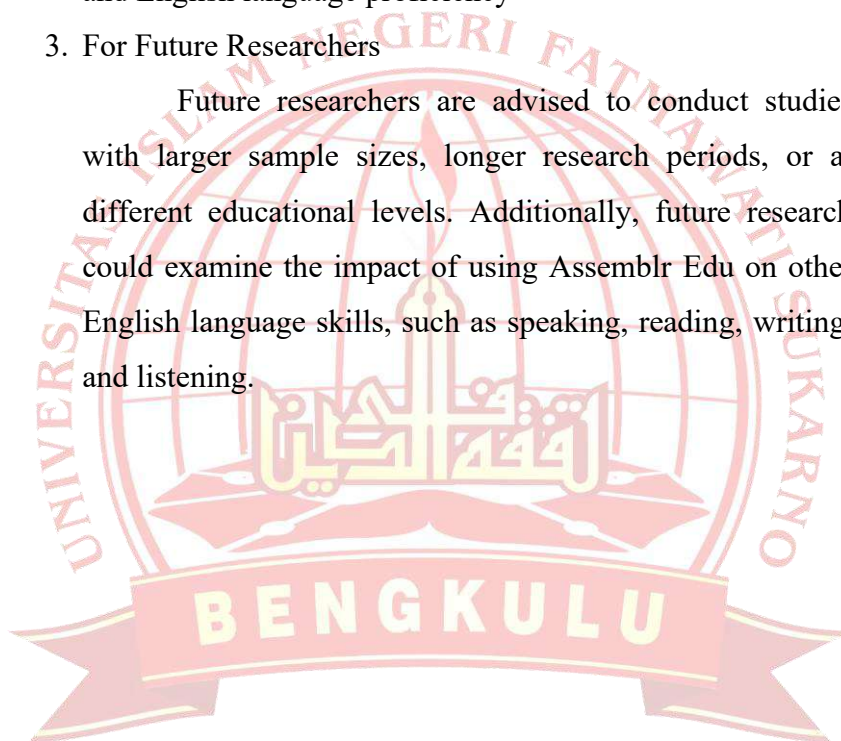
learning tools as an alternative for vocabulary instruction to make the learning process more engaging and effective.

2. For Students

Students are encouraged to use learning technology wisely and independently to help improve their vocabulary and English language proficiency

3. For Future Researchers

Future researchers are advised to conduct studies with larger sample sizes, longer research periods, or at different educational levels. Additionally, future research could examine the impact of using Assemblr Edu on other English language skills, such as speaking, reading, writing, and listening.



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