

BAB V

CONCLUSION

A. Conclusion

Based on the results of the research conducted on seventh-grade students at SMP Negeri 25 Kota Bengkulu, it can be concluded that the use of Educaplay activities has a significant effect on students' vocabulary mastery. This can be seen from the difference in the average post-test scores between the experimental class and the control class. The experimental class, which was taught using Educaplay, obtained a mean post-test score of 79.1, while the control class, which was taught using conventional teaching methods, obtained a mean post-test score of 66.8. This difference indicates that students who learned vocabulary through Educaplay achieved better learning outcomes than those who learned through conventional methods. The results of the statistical analysis also support this finding. The normality and homogeneity tests showed that the data met the requirements for further statistical analysis. Furthermore, the result of the independent sample t-test showed that the t-count value was 4.596, which was higher than the t-table value of 2.009 at the 5% significance level. In addition, the significance value was $< .001$, which is lower than 0.05. This means that the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted. In addition, the result of the F-test

strengthened the finding that the treatment given to the experimental class contributed positively to the improvement of students' vocabulary mastery. The obtained F value was 21.119, which was higher than the F-table value of 4.03 at the 5% significance level. The significance value was also $< .001$, indicating that the effect was statistically significant. Moreover, the Partial Eta Squared value was 0.297, which means that the use of Educaplay contributed 29.7% to the improvement of students' vocabulary mastery and can be categorized as a medium effect size.

Based on the overall results of the analysis, it can be concluded that Educaplay is an effective learning medium for improving students' vocabulary mastery. The interactive activities provided by Educaplay helped students practice vocabulary repeatedly, recognize word meanings, and understand vocabulary use more effectively. The immediate feedback also supported students in correcting their mistakes and strengthening their understanding of the vocabulary materials. Therefore, the use of Educaplay can be considered a positive and effective alternative medium in English vocabulary learning, especially for seventh-grade students at SMP Negeri 25 Kota Bengkulu.

B. Implication

Based on the results of the study, several implications can be drawn, both theoretically and practically:

1. **Theoretical Implication:** This study contributes to the development of English language learning theory, particularly regarding the use of digital learning platforms such as Educaplay to enhance students' vocabulary mastery. The findings support the role of interactive activities, repeated practice, and immediate feedback in improving students' understanding and retention of vocabulary in EFL classrooms.
2. **For Teachers:** The findings imply that teachers should be more creative and innovative in selecting and integrating interactive learning media. Using platforms like Educaplay can help students practice vocabulary repeatedly, improve their understanding of word meanings, and participate actively in the vocabulary learning process.
3. **For Students:** Implementing Educaplay provides a more interactive and meaningful learning experience. Students become more focused and actively practice vocabulary during the learning process, which can improve their vocabulary mastery and overall language proficiency.
4. **For Schools:** The results highlight the importance of school support in providing technology-based learning facilities. Schools should facilitate access to interactive platforms

like Educaplay to create a more innovative and effective learning environment that supports students' vocabulary mastery.

5. For Future Researchers: This study can serve as a reference for developing more creative and interactive learning media, as well as for investigating its effects on other language skills or in different educational contexts.

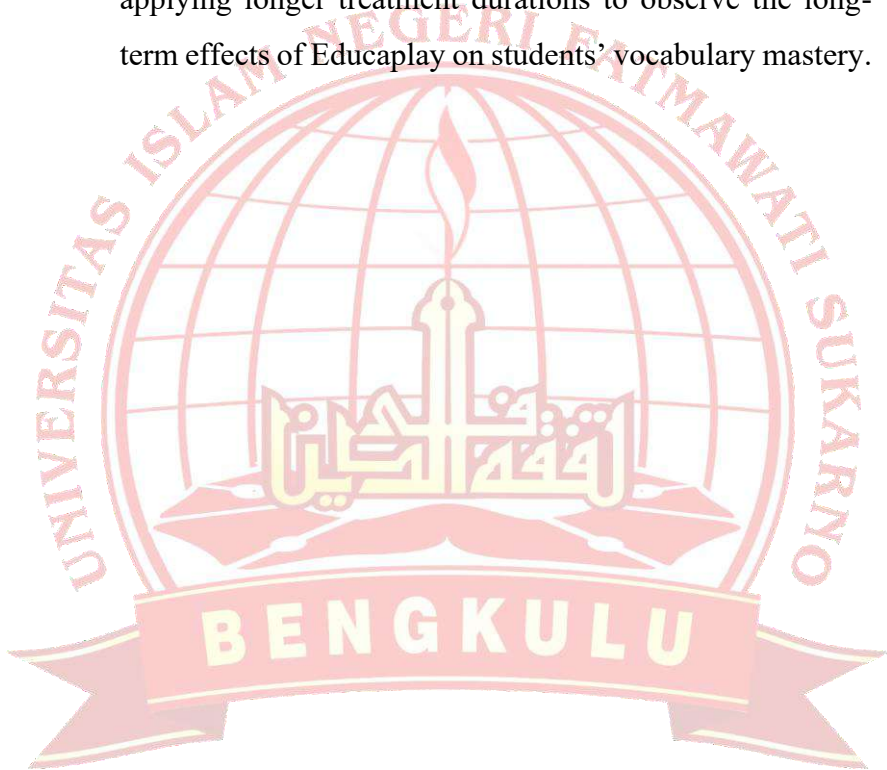
C. Suggestion

Based on the results of this study, the researcher offers several suggestions as follows:

1. For Teachers: It is recommended that teachers utilize Educaplay as an alternative learning medium for teaching vocabulary. Teachers are also encouraged to combine Educaplay with other instructional strategies to optimize learning outcomes and ensure coverage of both receptive and productive vocabulary skills.
2. For Students: Students are advised to engage with Educaplay independently and regularly outside of formal classroom hours. Consistent practice can help enhance their understanding, retention, and mastery of English vocabulary more effectively.
3. For Schools: Schools are expected to provide support for the use of technology-based learning media. Such support is essential to facilitate innovative learning practices that

align with current educational developments and digital learning trends.

4. For Future Researchers: Future researchers are encouraged to expand on this study by using larger sample sizes, integrating Educaplay with other teaching methods, and applying longer treatment durations to observe the long-term effects of Educaplay on students' vocabulary mastery.



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