CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions and suggestions drawn from the findings and discussion.

5.1   Conclusion

Based on the results of research and discussion, students had a very positive perception of the effect of Kahoot! on their reading motivation. The students felt that Kahoot! Increased their reading efficacy by building confidence through immediate feedback and visible progress. They also felt more engaged in reading activities due to the engaging and interactive game elements of Kahoot! Students viewed the challenges in Kahoot! as an opportunity to develop problem-solving skills and effective study strategies. Kahoot! as an assessment tool increased students' extrinsic motivation to read and prepare better. Students also appreciate the importance of reading through the concrete achievements Kahoot! Offers and enjoy the healthy competition aspect of the platform. The recognition of reading achievements and social interactions that occur after Kahoot! Quizzes are also perceived positively by students, boosting self-confidence and creating a collaborative learning environment. Overall, students viewed Kahoot! as an effective tool for creating a dynamic, motivating and fun reading experience, encouraging them to improve their reading skills and engage more deeply with reading activities.

In addition, Kahoot showed a significant positive effect on students' reading achievement. This can be seen from the increase in the percentage of students who achieved the target score (>70) during the two weeks of testing in both classes. In class VIII B, the percentage increased from 70.96% to 83.87%, while in class VIII A, it increased from 71.42% to 82.14%. This increase shows that Kahoot helps students understand the material better and improves their

recall of the information presented. Kahoot also allows students and teachers to identify strengths and weaknesses, facilitating more purposeful learning quickly.

5.2   Suggestion

Based on the conclusion, the researcher would like to give some suggestions as consideration, those are :

5.2.1   For the students

For students, the researcher hopes that students can continue to be actively involved in the Kahoot game, use time to understand the questions well, find solutions when facing difficulties, and use competition with friends as additional motivation to improve reading skills. Use the feedback from the game as an opportunity for learning and self-development in understanding the material learned.

5.2.2   For the teachers

The researcher hopes that teachers can continue to support and guide students in using Kahoot as a learning tool and provide constructive feedback after each session. They can use the data generated from the game to track students' progress and adjust learning according to their needs while recognizing and rewarding students' achievements in reading to maintain their motivation.