CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the results of the research presented in the previous chapter, the researcher concluded that the students have a positive perception of the use of Kahoot in learning vocabulary, as it shows the mean in the data (70,18%). The cognitive aspect obtained a score of (74.64%), the affective aspect (71.95%), and the conative aspect (74.56%). The high percentage in the cognitive aspect suggests that students perceive Kahoot as an effective tool that helps them understand and retain vocabulary. The affective aspect shows that Kahoot contributes to a more enjoyable and engaging learning experience, increasing students' motivation to participate actively in vocabulary lessons. Meanwhile, the conative aspect indicates that students are likely to integrate Kahoot into future learning processes due to its positive impact.

The results show that most of the students consider Kahoot to be a useful, fun, and effective tool for learning activities. It can be concluded that students have positive perceptions, students felt comfort and satisfaction when using Kahoot in vocabulary learning can increase student motivation. Therefore, the use of Kahoot in vocabulary learning becomes effective. Kahoot can be an effective media for learning vocabulary.

5.2 Suggestion

Based on the result of this research, some suggestions are offered, such as:

1.   **For The Teacher**

Teachers need to ensure that the application of Kahoot not only focuses on the cognitive aspect but also improves the affective and conative aspects of students to create an enjoyable learning experience and motivate students

2.   **For The Students**

Students have to be more active in using Kahoot as a means of learning. Vocabulary is the basic fundamental to mastering English, students should participate in and pay attention to learning activities in the classroom.

3.   **For Next Researcher**

This research has a limited sample and a limitation in the long-term impact of the use of Kahoot in vocabulary learning. Future Researchers are expected to conduct further research that covers a wider range of topics that can affect the effectiveness of the use of Kahoot in learning.