

CHAPTER V

CLOSING

A. Conclusion

This chapter summarized the research findings and presented the conclusions and suggestions. The study looked at how was the effect of Baamboozle platform as a learning tool for students' English grammar. The results clearly show a big difference in learning outcomes between students who used Baamboozle and those who did not.

The data showed that the average post-test score of the experimental group (88.00) was higher than the control group (78.80), with a difference of 9.20 points. This showed that students who used Baamboozle performed better in learning grammar. The t-test results also support this, with a significance value of 0.000, which was less than 0.05. This means the null hypothesis (H_0) was rejected, and the alternative hypothesis (H_a) was accepted. In simple terms, using Baamboozle helped students understand grammar better.

The success of Baamboozle might because it was interactive and fun, which helped students stay motivated and engaged. By making grammar lessons more interesting, Baamboozle helped students learn and remember grammar rules more easily. In conclusion, this study showed that Baamboozle was a useful tool for grammar learning. Teachers should consider using it in their English lessons to make grammar easier and more enjoyable for students.

B. Suggestion

After determining the research findings, the researcher would like to provide the following suggestions for educators, researchers, and others involved in education.

First, it is recommended that teachers, especially English teachers, use Baamboozle in their classes. This tool allows students to learn while playing games, making lessons more fun and engaging. The interactive nature of Baamboozle can help students stay motivated and improve their learning outcomes. Teachers can explore the different features of Baamboozle to create interesting activities that match their students' needs.

Second, schools and administrators are encouraged to support teachers in using digital tools like Baamboozle. Providing training for teachers and ensuring access to good internet connections and devices can make it easier to use such tools effectively. By supporting these efforts, schools can help improve the learning experience for students.

Third, future researchers who are interested in Baamboozle should try using it with larger groups of students to get more accurate results. This study used a smaller group, so more research is needed to see how well Baamboozle works with different groups of students. Researchers could also test Baamboozle in other subjects, like math or science, to see if it is effective in those areas too.

Lastly, education policymakers and school leaders should think about encouraging the use of digital tools like Baamboozle in schools.

Providing guidance on how to use these tools effectively can help teachers use them in the best way possible. Teachers can also benefit from attending training or workshops to learn more about using digital tools in their classrooms.

By following these suggestions, Baamboozle and similar tools can be used to make learning more enjoyable and effective for students in many different subjects and schools.



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