

CHAPTER V

CONCLUSION AND RECOMMENDATION

5.1 Conclusion

This research focuses on the development of an interactive educational game that improves students' speaking ability at the junior high school level. The development process follows clear and structured steps, starting from identifying students' needs, designing the game content, validating it through experts, and implementing it in a real classroom environment. Each stage is done carefully to ensure the game matches the students' characteristics and learning objectives. Several main conclusions were obtained that answered the problem formulation in this study. The following conclusions are summarized to show the feasibility and effectiveness of the interactive educational game media that has been developed:

- 1) The validation results from media experts and linguists show that the game design scored 89.75%, while the lesson plans that support its use reached 96%, both of which are included in the very good category and are suitable for use in learning.
- 2) The pre-test and post-test results showed an increase in students' speaking ability in the experimental class by 20%, from 55.75% to 75.75%, while the control class only increased by 4.5%, from 55.5% to 60%.
- 3) During the learning process, the level of student engagement in the experimental class was very high, reaching 96%, which shows that the use of this media is able to increase student participation and interest in learning.
- 4) The learning media developed is not only considered feasible and effective, but also able to create a more active, fun learning atmosphere, and support the development of junior high school students' speaking skills more optimally.

Thus, the results of this study prove that the interactive educational game media developed is not only feasible in terms of design and content, but also able to have a positive impact on improving students' speaking skills. The use of media that is interesting, interactive, and in accordance with the characteristics of learners is proven to increase students' motivation, participation, and confidence in speaking

English. This finding is the basis that a game-based learning approach can be used as an effective alternative strategy in teaching speaking skills at the junior high school level.

5.2 Recommendation

To enhance the quality of English language learning, especially in speaking, several suggestions are processed:

- 1) For English Teachers: The use of interactive educational games can be a useful alternative to traditional teaching methods. This media has the potential to make speaking practice more engaging, enjoyable, and less intimidating for students.
- 2) For Students: This game can be used beyond the classroom as a tool for self-practice. Its interactive and fun nature may help students develop confidence and fluency in speaking through repeated exposure and active use.
- 3) Further studies could consider applying this medium to other skills such as listening or reading, or adapting it for different grade levels. Involving larger groups of students or conducting long-term studies could also provide deeper insights into the effectiveness of game-based learning in various educational contexts. It is also recommended that future researchers develop similar game-based media that can be accessed for free, given that the platform used in this study is paid, so that the product can reach and benefit more students and schools with limited resources.