

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### **5.1 Conclusion**

This research aims to develop LexiFun, an educational game for vocabulary learning, particularly English functional vocabulary for A2-level learners. The game is developed through the R&D method using the ADDIE research model, which consists of five structured stages that help produce organized media. LexiFun combines a card matching game with scaffolding methods integrated into three material topics: conjunctions and prepositions, quantifiers, and modal auxiliary verbs. Three game modes are also developed to align with the scaffolding method, starting from the translation and synonym mode with a memory-matching game mechanism and the final mode, which is the blank sentence, as the highest stage in this method. The materials prepared have undergone expert validation with several suggestions that have been implemented to enhance the quality of LexiFun. The developed material successfully produced a feasible learning medium with revisions made according to the directions.

Positive assessments were received from experts for the game developed in relation to the material and media. In addition to positive assessments, feedback or suggestions were also obtained, such as reviewing the vocabulary list in the game and its features. These suggestions then entered the revision stage so that the developed product could improve in quality. Besides expert responses, users gave fairly positive acceptance through the trial stage where A2-level students played LexiFun for the first time. Several suggestions for additional material, time adjustments, and element development were obtained from this stage. User feedback was used as material for product improvement and suggestions for further product development in the future.

The development of LexiFun contributes to becoming a game-based learning medium in improving functional vocabulary skills. In learning, this game can be positioned as an additional medium for students to practice the use and recognition of functional vocabulary. The LexiFun game becomes one of the media that can support A2 students' readiness to reach the B1 level through a

functional vocabulary approach using media other than books. This study also offers innovation through a game focused on functional vocabulary combined with the scaffolding method in the learning media. Furthermore, the developed game broadens the reference for developing learning media in the context of English as a foreign language.

## **5.2 Suggestion**

As a learning medium, LexiFun is certainly still being developed further by improving the content within it. Some things can be added, such as a list of vocabulary topics, more levels, or other game modes that can support vocabulary learning. The distribution of the game, with availability on the PlayStore or options for iOS users to download, can be considered so that the game reaches a wider audience. Features within the game, such as progress tracking and feedback, can be considered to make the game even more engaging. These developments are useful to expand the functionality of the media that has been developed.

Teachers can use this application as a practice for reinforcement or introduction to functional vocabulary outside the classroom. This vocabulary game can be combined with other vocabulary learning activities as well as review sessions. Repeatedly playing the game is recommended so that learners can remember the material in it for the long term. The implementation of this media can be adjusted to the needs and ability levels of learners in learning contexts beyond vocabulary learning.

Furthermore, future research can test the effectiveness of LexiFun to gain different perspectives on the use of this game. Trials with more participants in a broader context can also be conducted for further research. Differences in focus across student levels can be explored to add learning media that are useful not only for the A2 level. Not only focusing on level differences, LexiFun can be developed for other types of vocabulary or language skills. Aspects that can be developed in this game can expand its contribution to further research.