CHAPTER V

CONCLUSION, PEDAGOGICAL IMPLICATION, SUGGESTION AND LIMITATION

This chapter aims to provide the point of this study including conclusion, pedagogical implication, suggestion and limitation.

5.1 Conclusions

Based on the integrating icebreaking result that has been implemented through several actions from all meetings through analyzing questionnaire and reflection, it can be concluded that the use of icebreaking can increase students' motivation in learning English.

The extent that appeared through this application was students' motivation in learning English. The use of icebreaking can turn students into active learning, relieve stress on students and teachers provide motivation that learning English is easy. It can be proven by student reflection, all students answered that they were motivated to learn English. This research successfully to be done and completed the previous research by Amroti (2016) in Purworejo that the researcher now which is integrated the game with the lesson as well as syllabus that can make it easy for students to understand the lesson. While students' statements score about Icebreaking application through questionnaire increased from 1268 to 1444.

Positively, students' willingness to learn English increases so that students' confidence also increases. The use of Icebreaking is not only intended for learning English, but also in other subjects. This is because Icebreaking in the form of a

game can mix with anything, it can mean that lessons also mean fun.

5.2 Pedagogical Implication

The purpose of learning is to ensure students can understand learning, not forced to master it. In this case, forming student interest is very important so that students want to pay attention to learning. With the application of Icebreaking, it can increase learning activity in the classroom when the learning atmosphere is getting boring and monotonous. The thing to remember is that method is more important than the material (Friedman, Cosby, Boyko, Hatton-Bauer & Turnbull, 2011).

Increasing student interest in learning will continue to provide students with motivation to continue to try new things in the lesson without compulsion. Lasagabaster (2011) said that the role of motivation is to make the position-aware at the beginning of learning, the process, and the final results then inform about the strength of the learning effort, this is what makes students discover their abilities. With pleasure, students will continue to seek new knowledge in this field. Meanwhile, the teacher will always produce creativity in learning to ensure students can always be interested in learning.

Icebreaking still works for all walks of life and fields. By adapting the game model, this method is very flexible for anyone and under any circumstances. Icebreaking is really needed in learning or teaching because it makes teaching and learning interesting and easy to understand because the state of mind always feels fresh.

5.3 Suggestion

In order to improve student achievement, the researcher would like to propose some suggestions which would be used for English teachers, students, and researchers. For the Institute, the institute should use the variant method, technique, or media to the teaching and learning English.

For the English teacher, the teacher should prepare all the necessary before teach, so that the teaching-learning process will be done well. Teachers should develop and creative in using media especially Ice beaking applications, it would be facilitated to understand the learning subject and the students are not feeling bored in the class. Teachers should pay attention and stimulate the students, in order to student active in class. Teachers should give students motivation and a great explanation that learning English, especially speaking is such an easier and interesting activity. The teacher should use the variant method, technique, or media to the teaching and learning English.

For the Students, students should pay attention to the explanation from the teacher. Students should more learn English practically so that they are able to practice easily. Students to be active and creative in enriching their vocabularies and enhancing their motivation in learning English.

For Researchers, this research can be used to be an additional reference for further research with different occasional or discussion especially in Ice breaking application.

For other teachers, Icebreaking can be used in any subject. In the future, it is hoped that other teaching staff and teaching volunteers can create new

innovations in the Icebreaking method which starts from the method that has been presented by researchers in this research.

5.4 Limitation

Basically, there are still many things that need to be improved in the preparation of this study. So far, Icebreaking has indeed had a good impact on students because it makes students active in class and eliminates the boring atmosphere when learning. Unfortunately, the reflection only gave once the researcher still needs further information. What has always been a problem for researchers is that some students are even more interested in the Icebreaking game than the material being taught. This makes these students continue to ask for play and not serious in learning. This kind of thing will also be found in other cases even at different ages even though they are older than Junior High School students because age does not determine the way of thinking of mature. the thing that needs to be done in such a situation is with the teacher's firmness, don't let the situation get messy with the game in the middle of the lesson. Giving understanding to students that the most important thing is their learning process and Icebreaking's presence is only limited to supporting learning so that it is easy to understand when the state of mind feels happier and fresher.

As in general, the availability of facilities is also limited but that did not hinder the teaching and learning process even though sometimes researcher need speakers or show a video, the researcher finally chooses to make a printout image to show to students during learning.

The financial need for the success of this research is also very necessary, although sometimes you have to use the right facilities and finances, so that at other times there are some media that are not made perfectly because they use makeshift materials.