# CHAPTER V CONCLUSION AND SUGGESTION

## Conclusion

* + 1. in the class that used the GWG method in its learning, based on the final test, there were 16 students out of 21 who passed the passing grade, which showed that 76.19% of the students in the experimental class passed. In comparison, during the initial test, it was found that only 2 students passed the minimum passing grade. This indicated that learning using the GWG method was able to increase the number of students who passed the minimum passing grade by 14 students
		2. the significance value when T-test was 0.000, which is smaller than the alpha value of 0.05. This indicates that learning using the GWG method has a significant effect on improving students' listening skills
		3. In conclusion, it can be concluded that learning using the Guessing Word Game (GWG) method has been proven to have a significant and effective influence on improving students' listening abilities, especially in English listening skills. This is proved by the significance value of 0.000 and the effectiveness value in the N-Gain test of 69.36%.

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* 1. **Suggestion**

This study is limited only to students' listening abilities. From the researcher's perspective, there are still many aspects of language mastery, especially in English, that can be improved through this method, such as speaking skills, understanding syllables, and reading. Therefore, the researcher suggests that future researchers to explore this topic further regarding the benefits of implementing this method in efforts to improve students' language abilities.