CHAPTER V
CONCLUSION AND SUGGESTIONS

A. Conclusion

First, the use of quizizz application in vocabulary learning in grade 10 at SMAN 1 Mempawah, became the core of the discussion studied in this research. Researchers get data from observation checklists that show how the implementation of quizizz application in vocabulary learning. By utilizing the technological developments that exist in the quizizz application, teachers can be helped in providing more interesting learning by only preparing a smartphone or leptop then distributing access codes for students to take quizzes, when the quiz starts students start working on it individually, and if the quiz is finished then the scores they get can be seen directly on the account they each have, the use of quizizz application is very practical and does not complicate the teacher in providing teaching or students in learning.

Second, the use of quizizz application in vocabulary learning based on data obtained through teacher and student interviews, namely, quizizz application is proven to be able to increase students' enthusiasm in learning vocabulary and can also build students' motivation in learning to get better grades. Then students become more active in learning because quizizzizz application is done individually which makes all students must be involved in the implementation of quizzes. Not only students, teachers also get a good impact because with the use of quizizz application teachers are greatly helped in providing training for students, especially in measuring students' abilities in the form of quizzes, teachers also no longer need to bother with student grades because quizizz application already displays student grades which makes the teacher's work very helpful and faster in completing tasks. From all these data it can be concluded that the quizizz application in vocabylary learning plays an important role and has a very big influence on learning.

B. Suggestion

To teachers, quizizz application is an application that plays an important role in the world of education, this application is widely used by teachers or lecturers to assist in providing teaching. The use of quizizz application is highly recommended because it will have a good impact on teaching and learning activities, by involving increasingly sophisticated technological knowledge, making quizizz application very easy to use and providing good results in every process, involving teacher and student interactions so as to create an interesting and fun learning atmosphere.

To students, quizizz application will be very helpful in learning, especially overcoming problems that are very often felt when learning, namely easy boredom, by using quizizz application learning motivation will grow because it is not like ordinary learning but just like playing fun games in the form of quizzes, this will make enthusiasm in discussing each question given and have a desire to learn higher.

To further researchers, the quizizz application is one of the applications that must be studied further because every year there will be the latest update of the quizizz application that must be studied for its development and not only that the quizizz application in the field of education is discussed again in seminars and training conducted by teachers, this proves that the quizizz application will continue to develop and has many benefits, especially in the field of education, therefore the quizizz application will be a hot issue to be discussed in research.