

CHAPTER VI

CONCLUSION AND SUGGESTION

In this chapter the researcher will conclude the result of this research. The following are the conclusion and suggestion from using role-play and discord media to teach speaking for ESL students.

A. Conclusion

This research focus on the use of media, the problem that teacher and students faced when using the media, and the way to solve the problem that teacher and students face when using the media. The result of this study shows that the teacher already doing the teaching by following the lesson plan such as explaining the purpose of the learning, making server, invite students into the server, and start the lesson. The Problem that teacher and students faced mostly are external factors problem, so the problem does not come from the media, but it come from the students, device, and other external factors, those problem are lost connection, run out of internet data, easily get bored, low-quality audio, external distraction, and forced closed. The students already know how to solve the problem such as restarting the mobile data or changing to Wi-Fi to get better signal, wearing earphone to get better audio, only open discord to prevent forced closed.

B. Suggestion

According to the research's result, there are several suggestions for addressed for teachers, students, and future researchers.

1. Teachers

Roleplay has more potential in enhancing the student's language skills. Because by using roleplay students will get real life interaction experiences and it will be useful for their future. For the discord media it has much more potential in education. Because discord has many features such as making server and channel, voice chat, video chat, text chat, screen sharing, and streaming. By using these features, there will be a lot of potential for discord media in education.

2. Students

Discord is international media that has so many communities such as game community, educational community, and more others community. Students can join those communities that they interested in and get more experience in real life interaction with foreigners. Experience is one of the best sources of learning, so by gaining more experience the students will be more ready for their future.

3. Future Researchers

It is hoped that this research can be developed further. Specially to enhance students' language skills. Roleplay and discord media have more potential in enhancing English skills not only in speaking skills but other skills.