A. Conclusion

Based on the computation result of the previous chapter, it was found that the percentage for all of the indicators in result of questionare was above 75% and the average was 83.82%. There were one statement which belonged to interval percentage 75% - 80%; six statements belonged to interval percentage 80% - 85%; and three statements belonged to interval percentage 85% - 90%. The highest percentage was 89.16% and the lowest was 78.33%. It clearly indicated that almost of the students felt satisfied with the use of Circle game in teaching English vocabulary.

The t-test result also showed that t-test result was 4.4805 and t-table in $d.f = 58$ at the level significance $\alpha$ was 1.6715. Therefore, t-test computation was higher than t-table (4.4805 $> 1.6715$). Since the t-test result was higher than t-table, it can be concluded that there were differences in the students’ vocabulary score of seventh grade of SMP Negeri 4 Purbalingga in academic year 2012/2013 that were taught by using Circle Game with the students who were taught by using conventional way. So, the hypothesis which said that Circle Game is effective in teaching English vocabulary of seventh grade of SMP Negeri 4 Purbalingga in academic year 2012/2013 was accepted.
It can be concluded that *Circle Game* is effective in teaching English vocabulary of seventh grade of SMP Negeri 4 Purbalingga in academic year 2012/2013. The students can develop their vocabulary better after being taught by using *Circle Game*.

**B. Suggestion**

Based on the result of the study, it indicates that there is positive effect of *Circle Game* for teaching English vocabulary. Therefore, the suggestion for the English teacher, students and the other researcher are as follows:

1. **For English teacher.**
   
The English teacher can use *Circle Game* in teaching and learning process as an alternative game not only fun but also can increase students’ ability in mastering vocabulary. English teacher should anticipate a condition that may occur in doing the game such as students’ difficulties to understand the procedure of the game. English teacher should manage the limitation, preparation and determine the level of students’ vocabulary mastery that can apply circle game.

2. **For students.**
   
The students can use this game to make them enjoy in learning vocabulary. The students can play while learning English. In circle game, the students not only get fun but also get knowledge. So, it will be easier for the students to memorize the vocabulary.
3. For other researcher.

Circle game is one of the games which can facilitate the students in learning vocabulary. It will be better for other researcher to develop other game in teaching vocabulary.

C. Limitation of Study

After the research was done, it could be found some limitation that might be the problem in doing the research. When the research was being done, there are three problem that faced by the teacher. First, circle game is difficult to be controlled by the teacher, because in the classroom there are many groups. Second, circle game makes the students lazy to study seriously, because the teacher cannot control all of the groups. Last, when the students who joined the research, they did not feel serious because they knew that however they got the score from this activity, it did not influence their final score.