

Chapter Five

Conclusion and Recommendation

This chapter will presents two main discussion. Those are concussion and recommendation. In conclusion the researcher will sum up the result of the study that the researcher obtained by interviewing there participants the teacher of English Language Education Department. While in the recommendation the researcher will provide some suggestion for the next related researcher.

Conclusion

This study aims to investigate teachers' perception in the implementation of role-play in the classroom. This study has two research questions. First, what are the benefits of implementing Role-Play at ELED at one of private university in Yogyakarta? Second, what are the problems that the teachers face in implementing Role-Play at ELED at one of private university in Yogyakarta? The answers for these both questions are obtained by the interview. The researcher involved there participants of the teachers from English Language Education Department at one of private university in Yogyakarta.

Based on the result of the data analysis from the there participants, first, the researcher found six benefits of implementing role-play in the class-room. Those are as a media to teach integrating topic, as a media for teachers' evaluation and reflection, improve students' English skill for the teacher and, motivate the students, train students' creativity, improve student's confidence for the student. Second, the researcher also found there problems in implementing role-play in the

classroom. Those are time management of implementing role-play, group monitoring, and grouping.

Overall in conclusion, despite the entire problem that is found, role-play still have a lot of benefits. However there are still not strategies to overcome the problem that occur. So from this study conclusion the recommendation can be obtained

Recommendation

In recommendation the researcher will gives a suggestion based on the result of this study. This recommendation is for people that are related with this study and also for the next related researcher.

For teacher. The finding shows that one of the problems in implementing is time management that the teacher cannot give a lot of consultation. While the main key to succeed in conducting the role-play is the preparation. Therefore, teacher's role in guiding the students in preparation is important. Thus the researcher recommends the teacher to allocate more time for consultation outside the class so the preparation process can be more monitored. However the finding also show that role-play has many benefits in English learning, especially in speaking skill. Thus, the researcher recommend the teacher to use role-play for skill-based subject

For students teacher. Based on the finding, one of the problem in grouping is that sometimes the students do not want to blend with other friend beside their

close one. This issue cause group distribution becomes not optimal. Thus, the researcher recommend the students to be more open up and enjoy the role-play activities with whoever the team members are.

For future researchers. Based on the findings, there are some effects that might occur because of the problem in the implementing role-play. Thus, the researcher recommend the next researcher to conduct the study of the strategy to overcome or at least minimalize the problem in implementing role-play in the classroom.