

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter displays the conclusion dealing with the main findings of the research problems that have been analyzed in the previous chapter and suggestions concerning recommendation for the next researcher in order to enrich the present study.

5.1 Conclusion

It can be concluded that there are forty seven (47) jargons that can represent gamers used in *Audition Ayo Dance* online game. Then, from the analysis on those forty seven (47) jargons, which are used by the gamers in *Audition Ayo Dance* online game, there are twenty two (22) jargons formed by acronym, two (2) jargons formed by back formation, nine (9) jargons formed by clipping, five (5) jargons formed by blending, and nine (9) jargons formed by coinage. The most word formation processes of jargon used by the gamers in *Audition Ayo Dance* online game is acronym. In order not to waste time in their communication, they usually use acronym to shorten the time, such as *AFK*, *BRB*, *NPC*, *WB*, etc

Futhermore, the jargons are found focused on its function in *Audition Ayo Dance* online game, which relates to their activity in their life. Therefore the gamers create the jargon to identify the meaning about something to convey

others with special language as a certain group in society related on their own way.

Moreover, there is possibility of correlation between the processes and the cause, because when they produce the jargons, actually those jargons are influenced by the condition of gamers that reflect to the gaming activity. So, when they start to produce new term as their jargon, the jargon undergo some processes in producing the jargon. Therefore, jargons become spesial characteristics for the gamers as part of their communication.

5.2 Suggestion

The writer realizes that this study is far from perfect that still has many things need to be corrected. This study is only a starting point under its function that is apart from all from of the gamers inside community. It can be useful to establish further research on Sociolinguistics study. Therefore the future researcher are expected to investigate other virtual world user in other object to face the differences of the jargons. The writer also suggest to the next researcher to apply other theories, and other methods.

In addition, the writer in this study only focused to reveal the jargons related to its function in the game. So, it is suggested to the future writer can relate the jargons to the co-text or the contextual meaning as well. It is also help the future writer who are intended in conducting sociolinguistics study, foccused in jargon, to know more about the jargon that can also be connected with other study such as in social aspect, economic, or occupational.