

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

This study is focused discuss about adjective as gradable and non-gradable form and how those form has differences each other. This study took from sentence, phrase and clause that agility heroes from game “Dota 2” are spoken. The writer gets knowledge and new experience from the study as what the condition to say adjective with or without word “*Very*” and also what condition that affecting heroes using non-gradable adjective word to express their feeling. After analyzing and discussing the adjective as non-gradable in game “Dota 2” the writer can make some conclusion, as follows:

1. The heroes uses the non-gradable adjective word to express something, someone or noun that has extraordinary, unusual, or unique form than normally happens. Also non-gradable adjective could gain the purpose of the speaker more clearly that help hearer create imagine how unbelievable thing is.
2. Non-gradable adjective word is unique because there is no more word that can express higher quality or compare than the word itself. That is why non-gradable adjective does not has comparative or superlative form and also non-gradable cannot be added by intensifier adverb of degree word like “*Very*” because it would be redundant or not match with the word’s meaning.

3. Based on findings and discussions, gradable adjective has 31.4% occurs in agility heroes, in other hand non-gradable adjective occurs more often 68.5% word in agility heroes responses.

## **B. Suggestion**

After analyzing the data from game “Dota 2” as a game international. The writer would like to give some suggestion that may be useful in the future for:

1. For the gamers

To every gamers is important to understand English language well because of every games that took international markets is using English to describe their games. So, games can make someone forced to learn English if they want to play a game with international standard. In the international games of course it is contain many vocabulary that rarely appears and it is the chances to learn a new word and how to use it.

2. For the writer

As the writer hopes that this research can be useful for the readers in terms of as a related reference in analyzing works of sociolinguistics, the writer is delightful if there are some advices or critics regarding this research in order to make this research better. Beside that, this study is a requirement to pass the final study for the writer.

### 3. Developer of the games

It is already incredible when the developer decided to make responses of their heroes using informal ways, creating how people in the world using English without hesitation.

### 4. Students

Using books, books, paper its good, but when the students playing a game, their mind is forced to understand English with their favorite ways so it could be not as boring as study with the books.

### 5. People who underestimate game as learning method

Using books to read a lot or learning English well is good but still not enough, every people need to understand how English work in society, and video games not only using English as their settings, but video games make the player force to understand with fun to understand English, people need to understand what is the mean of word not only semantically but also pragmatically. Video games also provide communication not only with indonesian people but also with foreign people because the server of game nowadays is provide open world that every country in this world can play together in same time, so the player need to understand English well how to speak, how to read in English to seize their winning.