

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the research findings and discussion, some conclusions can be formulated as follows.

1. Concerning the objective of the study which is identifying the types of the profanity in documentaries video *True Sight*, 5 types of profanity are found which are *Abusive Swearing*, *Idiomatic Swearing*, *Dysphemistic Swearing*, *Cathartic Swearing* and *Emphatic Swearing*. The profanity types of *Emphatic Swearing* are dominated in this research because it is used for emphasizing the word after the profanity. *Emphatic Swearing* is found 9 times out of 30 representative data. The lowest frequency of types of profanity applied in this research is *Dysphemistic Swearing* with only 4 datum.
2. The player uses the profanity in documentaries video of *True Sight* mostly in order to express their phrase more informal to show the casual diction that the players utter in daily life on the community.
3. Regarding the third objective of the research which is to know which types of profanity that used the most by the professional player. The writer found the *Emphatic Swearing* has dominated the types out of 30 representative data. It shows 9 times out of 32 of the total types that has been analyzed. The reason that the amount of representative data and the total types that has been

analyzed did not match is because there are two data that has double types of profanity in the utterance.

4. The reason that the Emphatic Swearing is the dominant of all the types that available, it is simply put that the gaming community is an informal environment, the same as people who speak with their friends. Emphatic swearing is the type that gives an option to emphasize more on a particular word which in the case of the gaming community especially the competitive one, Emphatic swearing sure is needed to express a point or statement and emphasizing it to another level.
5. The impact of using profanity related the use of language attitude is to understand and comprehend more on using the language itself knowing when or where to use the language and aware on how the conversation goes between the speaker and listener. By introducing this, speakers will decide whether they would use profanity or not depending on the condition and situation they involved. It will be their choice as they are smart enough knowing its contents & functions now.

B. Suggestion

Based on the result of the research which have been obtained, some suggestions are stated for further research. The suggestions are presented as follows.

1. To students of English Language and Literature Department and other researchers

The students who are interested in linguistics, especially in the sociolinguistics subfield are considerably expected to research the profanity, the writer suggests to the next researchers to develop this research in a wider context such as social context of the general public.

2. To the readers

This study is relatable in daily life of gaming community. From the result of this research, the writer suggests by reading this research can be the benchmark for the readers to know how the important role of profanity types in a conversation and how to apply profanity types in order to keep the topics are comprehensible.

3. To 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.