

BAB V

CONCLUSION & SUGGESTION

In this chapter, the author describes about conclusion & suggestion for the reader more understand about the research

A. Conclusion

The following is the conclusion that the author would like to reach after conducting study and data analysis on the cowboy vocabulary in cognitive culture.

1. Regarding the study's objective of categorizing the cowboy vocabulary seen in Red Dead Redemption game's cutscene from YouTube channel name called GTA Series Video with a video duration of about 12 hours (11:40:13). The author's data object has a total of 27 cowboy vocabularies, according to estimates. The author examines the cowboy vocabulary and provides a classification of the lexical categories. For the categorization of the previous chapter. With 18 data, the noun category has the highest percentage (66.67%). Verb type was next, with a percentage of 18.51% and a total of 5 data points. Then, with 4 total data, the percentage for adjectives is 14.82%. Then there is no data of the adverb type and no outcome for the adverb type.
2. The author of this research uses the cognitive culture in video game cutscene called *Red Dead Redemption* in order to find vocabulary of cowboy in American through the author's object data. Regarding the other objective of the research which is describing the meaning of the cowboy word that found

in the game called Red Dead Redemption. And also describing the meaning both generally and in terms of the cowboy culture. The author makes an effort to define cowboy vocabulary, first broadly and then specifically in terms of culture. The author was only able to select 27 data points from a total of 48 data during the investigation because of word meaning concerns. The terms that were rejected lacked any distinctive qualities or characteristics of cowboy culture. Then, based on the 27 pieces of information, some of these words represent aspects of cowboy culture that the author originally examined while also having a similar connotation.

B. Suggestion

Based on the results of existing studies, some recommendations for more research are offered. The suggestions are detailed below.

1. To the students

Since students are interested in linguistics, particularly in the cognitive culture sector, the author suggests the following scholars to expand this research in a larger context. research on the cultural vocabulary eagerly expected.

2. To the readers

This research is very relevant in daily life, especially if the reader is interested in games or movie with western themes or other cultures using cognitive culture. The author concludes that reading this research can serve as a benchmark or readers to understand the

significance of cognitive culture and how to develop a cowboy vocabulary in order to keep the issues acceptable.

3. To the author

As the author hopes that this research can be useful for the readers in terms of as a related in analyzing works of cognitive culture. The author is delightfully if there are some advices or criticisms regarding this research in order to make this research better and great.

