

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter will provide conclusions in answering research questions based on the data analysis that was carried out in the previous chapter. In addition, the writer also provides suggestions for several parties which will be explained in turn below.

#### A. Conclusion

This research is done with the aim of describing the linguistic form, identifying the meaning, and discovering the function of each. Through this research, the writer draws several conclusions, including:

1. The linguistic forms of the registers are single words with 14 data, compounding with 7 data, and shortening with 4 data. Furthermore, with regard to lexical categories, out of a total of 8 categories, 3 lexical categories were found, namely nouns in 17 data, adjectives in 5 data, and verbs in 3 data. Furthermore, this research shows that word structure and lexical categories affect the meaning of a language.
2. The meaning of each register can be identified by examining the context of the situation. Then, it leads the writer to register meaning variations. Closed registers are used by games because some of the registers in this study are not open for other meanings. In other words, these registers are only used and understood by people who play and understand the *Ensemble Stars Music* system. However, games do not always use closed registers. especially games that take real-life concepts like *Ensemble Stars Music*. As

a result, some are classified as open, but not fully open. Because what makes a register classified as open is its linguistic form, while its specific meaning is still adapted to the context of the situation.

3. The register function is discovered by understanding its meaning. The personal function most often appears to prove that games are able to build language and create meaning that can become their identity. Followed by the representational function because, in essence, language is a tool for communicating in order to convey information. Furthermore, with its imaginative function, video games use language to invite players to pretend but still have the possibility to interact. With the register, imagination can produce interactions between players and the game. Thus, it constructs an interactional function.

## **B. Suggestion**

Through this research, the writer has some suggestions for several parties. Firstly, for the students, exploring and finding additional sources to understand the concepts and functions of registers is suggested to develop the research about registers so it will be more varied. Moreover, it is suggested to better understand the concept of language use and provide insight that language must be adapted especially to certain situations. Furthermore, the writer hopes that this research can be an inspiration to conduct other researches.

Then, for the linguistic field, elaborating the pattern of registers with a discourse analysis approach is suggested to strengthen arguments the future

research other than relying on the context of the situation in certain discourses. In addition, clarifying the characteristics of registers is also needed to make it clearer in classifying registers as closed or open.

Lastly, for society in general, it is advisable to know that registers are only understood by people who have a particular interest. Something that is chosen based on what makes them interested, it can be worries, concerns, or maybe something else like video games. In this way, there is a feeling of mutual understanding of each other so that it is easier to solve the problems at hand. Therefore, the writer suggests learning to communicate in the proper language by considering the field, mode, and tenor of the discourse.

