

## **CHAPTER V**

### **CONCLUSION**

#### **5.1 Conclusion**

From the findings and discussions in the previous chapter, there are two conclusions that can be concluded. Both results from two game forums recorded that initialization is the most word formation used in the game. In Ragnarok Online II Game Forum, the percentage of initialization used is 39% meanwhile in Seal Online Game Forum is 36%. This phenomenon happened because the desire of the gamers to reply a post quickly. Unlike in the forum of Ragnarok Online II Game that clipping is the second most dominant with 24%, in Seal Online Game forum derivation is the second most dominant with 23% (actually the percentage of derivation found in Ragnarok Online II Game is also 23%). The third most dominant in Ragnarok Online II Game Forum is derivation with 23% and in Seal Forum is derivation with 19%. Next, both have compounding with 10% in Ragnarok Forum and 19% in Seal Forum. Last, they both have multiple processes and blending as the fewest. Ragnarok forum has multiple processes as the fifth with 3% and last is blending with only 1%. Seal forum has blending as their fifth with 4% and last is multiple processes with only 1%.

There are twenty six similarities of the words created. It is not only the words, but also the meaning and the word formations that create those are the same. Since the games used are same type, it can be concluded that the similar types of games will share some words terms. The terms are applicable and the

gamers understand those and use it perfectly. There are also different words that do not appear and that happened mainly because different world of game, location, quests, etc. It can be concluded that same genre games share same words.

## **5.2 Suggestion**

The writer suggests people who want to conduct the similar research can conduct the research of word formations in different corpus, like in conversation, novel, or in the games, etc. This research also can be expanded by interviewing or giving questionnaire to the gamers to support the findings and discussion. Other research that can be done is analyzing the hyper reality affects to the gamers that can be seen through the language in forum or the game.