

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

By referring to the analysis in chapter four, the writer found there are 73 words classified as jargon words used in Online Games in Indonesia. Then, the jargon words are classified into three types of games, the jargon words in online games MMORPG, RTS, and FPS.

After classifying the jargon words, the writer analyzed it semantically. The writer discovered that there are 23 jargon words (30%) with negative connotation meaning, 27 jargon words (36 %) with positive connotation meaning, and 26 jargon words (34%) with neutral connotation meaning. It means that the number of jargon words with positive connotation meaning is bigger than those with negative and neutral connotation meaning.

After conducting semantic analysis, the writer analyzed them morphologically to see how they are formed. From 73 jargon words the writer found that there are 26 jargon (34%) with one process, then 41 jargon words with multiple processes (58%), and then 6 jargon words with no process (8%). Thus, we can conclude that jargon words with no process is the least dominant one, and then followed by jargons with one process, and the most dominant one is jargon words with multiple processes.

5.2 Suggestion

The writer hopes that the reader will continue the analysis of jargon words used in Online Games Indonesia because the writer assumes that there are many other sides from the jargon words used in Online Games Chat in Indonesia that can be analyzed. In this research the writer analyzed about the jargon words used in Online Games Chat in Indonesia in general, by referring to this research the writer hopes that there will be the readers who will analyze further about the jargons used in Online Games Chat Indonesia like jargon words used by Players in Online Games Chat.

