CHAPTER 5

CONCLUSION AND SUGGESTION

5.1   CONCLUSION

In order to accomplish the study, the writer uses qualitative approach to interpret the meaning of every participant chooses on making the avatar. The results show us 5 fundamental reasons participants used, which are; Visual look, fun, gender swap, creativity and the last one is alternative of escaping the reality. According to the discussion elaborate on chapter 4, the writer finds out the conclusions that can be drawn. First, most of the participants chose male avatars instead of female avatar because it represents a strong visual appearances and masculinity in *Fallout 3*. Second, whether it is male or female participants uniquely create their own avatar based on their perception and the experience of playing games, it means that gender role does not give the significance impact on character building. Third, the player gender does not impact the selection of avatar gender, in this case 2 of 3 males select female avatar and all female player certainly select male avatar.

Based on the data the participants contribute, Young (2018) found that female players are willing to use a female avatar rather than a male avatar, then it reflects different results of character creation of their avatar, further more male and female applies the gender swap theory as reported in this research. In this

study of *Fallout 3* male avatar is the most favorite selected avatar among the interviewees, 4 of 6 interviewees choose to be male avatar.

5.2   SUGGESTION

The writer realizes that this is the unique research done under a lot of limitations and only a research with this topic in the university which need to be developed more and involved more interviewees and respondents.