CHAPTER 5

CONCLUSION AND SUGGESTIONS

5.1 Conclusion

This research made use of a Google form questionnaire and an interview as instruments to prove how a video game is fulfilling popular culture characteristics and showing the preferences of the players. First, as informed by 96% of the respondents, who prefer to play *Mobile Legends* rather than *PUBG Mobile*, it was confirmed that playing video games is a popular culture because it is entertaining, Second, data in the research showed that 100% of the respondents agreed that video games are easy to obtain because some video games are downloadable for free from a play store and app store for both I-Phones and androids. Third, the research also found that the video game has a manipulative nature for 93% of the respondents to play continually.

Next, video games are indeed a popular culture because they have the criteria of being cheap and having an affordable price like agreed by 86% of the respondents. Then, as a product of popular culture, video games are also agreed by 96% of the players as showing them the lifestyle of global people, because the scenes they see in video games are worldwide and is involving players from all over the world who are transferring their global lifestyle during a game chat. Afterward, as many as 66% of the respondents believed that video games are reflecting people's daily lives because it has a connection between the goals of video games with their personal goals in life. Following the daily life reflection, 73% of the respondents agreed that video games

have the popular culture's nature of reflecting a certain period of time like Christmas, Easter, and Thanksgiving Day.

Next, because video games constantly have updates, 96% of the respondents agreed that video games have a temporary nature. This means that a game popular today will usually be replaced by another new video game, which follows the trend and tastes of the people. Content-wise, if the game is still popular, some changes would be updated to improve the players' experience on the game. Afterward, 96% of the respondents also agreed that video games have popular culture's characteristics of having a practical nature. Finally, video games can give a monetary fortune for their players when having the chance to participate in online tournaments and sell accounts to other players. This statement is agreed by 100% of the respondents.

Supporting the popular culture's nature of video games are the preferences of the video games. The writer found 4 preferences categories in his research. The first is the preference for English Language Learning because 63.1% agreed that the players play video games because they were interested in the English titles. As many as 93.1% of the respondents agreed that the video games' English content can make the players improve their English. Second is the preference for the plot because 76% of the respondents agreed that the plot, whether or not it confirmed a historical event or fiction, drove them to play video games. The third is the preference for characters because 80% of the respondents agreed that the accessories and costumes worn by the characters drove them to play video games intensively. Furthermore, 73.3% agreed that

the chance to determine a path for the in-game characters also drove them to play the game.

Last is the preference for feeling happy, where 96.7% of respondents stated that they felt relaxed when playing video games. By playing video games, the happiness of the players increased as they invented their own signature play styles. In playing video games, 90% agreed that the emotion they feel is always a happy one. The preferences above, thus proved that video games are a product of popular culture because the action the players did in their preferences are reflection of the popular culture's characteristics.

5.2 Suggestions

Research on video games is not closed to how it adheres to the characteristics of popular culture. First, due to the availability of personal chat in the *Mobile Legends* game, a student from the Linguistics concentration can also make research about the choice of persuasive language used in tournaments. Second, if however, another Literature concentration student wants to research video games, the focus can be on the formulation of the plot used in the video games.