

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

After analyzing the data, conclusion are drawn as the following:

1. The Mobile Legendgame in topic of impoliteness analysis is an appropriate object. In this game, describes the three types of impoliteness namely anger, disgust, and contempt. In the match of children have total of impoliteness anger(44%), disgust (28%), and contempt (28%).
2. In the Mobile Legend game, impoliteness is expressed verbally and non-verbally. The main difference between verbal and non-verbal communication lies in the way the message is conveyed. Verbal communication uses words and language to convey messages. While nonverbal use sign language to communicate. The expressions of impoliteness between players differ not only because of special terms, or special words in the game but also in other ways. Like not following the rules, and heroes who play arbitrarily, which makes other players influenced to say impolite.
3. All form of utterance of the Mobile Legend game in initial topic impoliteness words showing three kinds of impoliteness by Culpaper's theory. In case of the utterance mobile legend game online, the all playares has three kinds of there types of impoliteness with anger, digust, and contempt. The players feels that other players are not playing well, in other words he feels that he gets a team that is not good at playing, at the

age of children it is normal for his emotions to be hot when he doesn't get something he doesn't like. The sentence happened reflexively because he felt he didn't get what he wanted.

B. Suggestion

From the result of the research, the researcher suggest some points for those who are going to conduct the study on similar topic:

1. The researcher must have thorough understanding of pragmatics theory and be able to relate it to impoliteness theories which cannot all match the studied text research.
2. The researcher should find the correct online phenomena as an object investigation. Impoliteness was related with online utterance that increase how reflex of people in playing game online The structures of impoliteness in mobile legend game online which describe how impoliteness when using another word to represented others word .
3. It suggested to next researcher who interested in online article to conduct the research about pragmatics in scope impoliteness theory.