

CHAPTER V

CONCLUSION AND SUGGESTIONS

5.1 Conclusion

After doing the research and got the results about the language features of gamers when they are interact each other by using Register Theory from Halliday's with Context of Situation, the writer can conclude that gamers have their own language, gamers have many differences with their personality according the language which used by them in the chat box or just talk with voice in game. The results in chapter IV explain the many varieties of languages used by gamers but with the higher data in the Noun part's. Implications for the students of Vocational High School researcher reveal in the discussion that all aspects in the Register Theory especially at *Field, Tenor, and Lexical Resources* have implication based on them. The language features perhaps can be created for English Material with some conversation of gamers when they are interacting with each other.

5.2 Suggestion

Based on the results of the research, writer give suggestions for readers especially for students in Vocational High School:

1. Students do not play games too often, because games sometimes have good impact but have bad impact too for the players

2. Students can increase their speaking or listening skills with playing online games, because with playing online games especially in the international server they will meet stranger who use international language too (English Language) or the native speakers of English Language

