

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

In this chapter the writer concludes that there are three kinds of MMORPG terminology, there are general terminology, tactical terminology and game specific terminology. General terminology is about common conversation and general identification used in online gaming, tactical terminology is about gameplay used by players and game process, and game specific terminology is about a game identification and the facilities in a game itself such as items, town and more

In this report there are 61 (sixty one) general term, 35 (thirty five) tactical term and 10 (ten) game specific. These term are created and became popular since online video game has been used by many peoples either for fun, career or socializing, although many people in the internet and online video game used these term. There are still many people who are not familiar with these terms. A lot of these terms can be easily misunderstood and confusing for them, a prime example is the term “lol” can be misunderstood “lol” as acronym stands for “Lucifer Our Lord” used by people who believe in satanic church and for Indonesia people “lol” can be misunderstood for slang of “Tolol” which mean “Stupid” in Indonesia language but the truth is “lol” is an acronym stands for “Laugh Out Loud” which use by people to express something really funny that make them laugh, other problem because there are also some players who do not understand the term and they have a lot of problem for their team mate when they play in competitive game such as tournament.

5.2 Suggestion

From this report, the writer intends to give some suggestions which may be useful for the reader. They are as follows :

1. For anyone who play video game can be able to understand what are people really saying in online video game
2. Be a guidance and improve the performance of people who work with video game such as pro gamer, game master, the developer, and more.
3. For language student, these people are filled with curiosity and love to expand their knowledge. If they are interested in online world, this report can be used for them to expand their vocabulary of internet chat and gaming.