

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusions

Based on the findings and discussion, this study concludes that the use of English expressions among members of the online gaming communities at UIN Imam Bonjol Padang, Lubuk Lintah, was closely related to the contexts in which the expressions occurred.

Regarding the first research question, the study identified 12 selected full-English expressions used by the participants during Mobile Legends gameplay in the two recorded videos. The expressions were “No flicker,” “Back up,” “Push Mid,” “Defend turret,” “Defend,” “Good game,” “Play safe,” “Set turtle,” “Set lord,” “Recall, recall,” “Watch out,” and “Push base.” Based on their communicative functions, ten expressions were classified as commands, one as giving information, and one as expressing feeling. Thus, command expressions represented 83.33% of the selected data, while giving information and expressing feeling each represented 8.33%. The findings indicate that the selected English expressions were mainly used to coordinate teammates, direct actions, provide strategic information, and respond to particular gameplay situations.

Regarding the second research question, the findings indicate that the meanings of the selected English expressions were determined not only by their literal meanings but also by the contexts surrounding their use. The analysis involved four contextual dimensions: linguistic context, situational context, social context, and cultural context. Among these dimensions, situational context emerged as the most

prominent factor because the meanings of the expressions were closely connected to specific gameplay conditions and activities, including collecting resources, participating in team fights, securing objectives, defending positions, and attacking the enemy base. Social context also contributed significantly, particularly when expressions were used to coordinate teammates, give directions, warn other players, or encourage certain actions. Linguistic context supported the interpretation through the expressions' surrounding utterances and patterns of use, while cultural context was reflected in the participants' shared familiarity with Mobile Legends terminology and gaming practices.

The findings from the interviews also supported the interpretations derived from the observation data. The participants' explanations helped confirm how the expressions were understood and used within particular gameplay situations. Thus, the contextual meanings of the English expressions were shaped by the relationship between the expressions, the ongoing gaming situation, the interaction among players, and their shared gaming knowledge. This finding demonstrates that interpreting English expressions in online gaming communication requires attention to the context of use rather than relying exclusively on their literal or conventional meanings.

The findings of this study should be interpreted within the scope of the research. The analysis was based on two recorded gameplay sessions involving ten informants and focused on twelve selected English expressions obtained from 121 initial occurrences. Therefore, the findings describe the language use observed in the selected gaming interactions and should not be generalized to all Mobile

Legends players or all online gaming communities. Further studies may examine a wider range of participants, gameplay sessions, and gaming communities to obtain a broader understanding of English expressions in online gaming communication.

B. Suggestions

Based on the findings and conclusions of this study, several suggestions are proposed.

1. For English Education Students and Learners

English learners, particularly students who actively participate in online gaming communities, are encouraged to pay attention to the contextual use of English expressions. Learning English through gaming interactions can provide opportunities to understand how expressions function naturally in communication. Learners should not only focus on the dictionary meanings of expressions but also consider the situation, purpose, and interaction in which the expressions are used.

2. For English Educators

English educators may consider online gaming communication as one of the potential sources of authentic language exposure. Expressions commonly used in gaming environments can be introduced as supplementary materials for discussing contextual meaning, vocabulary, pragmatics, and communicative functions. Such materials may help students recognize that language meaning can change depending on the context in which an expression is used.

3. For Future Researchers

Future researchers are encouraged to investigate contextual meaning in other online gaming communities, games, or digital communication environments.

Further studies may involve a larger variety of participants, different gaming genres, or other forms of online interaction. Researchers may also investigate other aspects of language use, such as code-switching, slang, speech acts, politeness, or pragmatic meaning in gaming communication. Future research may provide broader insights into how English is used and interpreted in digital communities



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