# CHAPTER V

## CONCLUSION AND SUGGESTION

The author summarizes his findings in this chapter and makes suggestions to other researchers who may be interested in researching terminology used in Mobile Legend. Based on the findings and discussion, conclusions are drawn, and recommendations are made for individuals interested in conducting similar research in the thesis.

### 5.1 Conclusion

The purpose of this study was to determine Mobile Legend students found effective in helping them learn English vocabulary. Students' confidence in using Mobile Legend to learn English vocabulary is a real factor in some of the research findings. From the research results, the authors found that students have strategies to get new vocabulary from Mobile Legend and they feel that they learn English when playing Mobile Legend.

It is important to note that although the results of this study offer some guidance and information for English teachers and students, they cannot be universally applied at all levels of educational institutions. Compared to other educational institutions such as vocational schools, secondary schools, or elementary schools, the conclusions and findings from this study may show some differences.

It is also obviously expected that English teachers and parents would pay closer attention to what their students' or children's thoughts are on how they play

their video games. This attention can be used to improve kids' abilities to learn language in this country while playing video games. Accordingly, the author also hopes that the Department of English, particularly in Indonesia, would find the findings of this study valuable in understanding how playing video games can assist students learn or acquire various skills, including the English language.

## 5.2 Suggestion

The author hopes that the teachers, parents, students, and the following writer will all profit from this research. This study is intended to assist instructors, particularly those in Indonesia, in better understanding the needs of pupils who play video games. Parents should keep an eye on their kids when they play video games and assist them in selecting more enjoyable games. It is highly anticipated that the following authors who are interested in doing research on video games will fix the deficiencies in this study and raise the explanation in this study to be more thoroughly elaborated. Additionally, it is advised that the following authors continue this research by contrasting how English language acquisition from video games differs for male and female students. In order to determine whether or not female students' concepts of playing video games are similar to those of male students, as well as what aspects of those games they enjoy most, and to determine how playing video games affects students' motivation to learn English, it may be quite a fascinating object to analyze. Accordingly, the following writers also advised the following writer to perform further research on a certain video game, such as Android games, educational games, online games, and so forth.

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