CHAPTER V

CONCLUSION AND SUGGESTIONS

This last chapter of the report presents the conclusion and suggestion. The conclusion contains the summary of the study, while the suggestion contains some suggested ideas for further study.

5.1 CONCLUSION

Language as a means of having communication with others can be transferred to express thoughts, ideas, feelings, and so on in many ways. One way to understand the meaning of what people communicate is by analysing the Speech Acts (which is in it), language seen as a form of acting. There are three elements of Speech Acts involved and those are locutionary act, illocutionary act, and perlocutionary act.

The study takes the Elizabeth Closs Traugott and Mary Louise Pratt's theory of Illocutionary Act as the underlying theory because the writer thinks that the theory is suitable. The writer takes this topic because he wants to show teaching Speech Act, especially illocutionary act and its illocutionary verbs in a fun way such as using a playing card game, Magic the Gathering as the source of the data. It is hoped that this study can give a clear description and explanation about illocutionary acts and their illocutionary verbs and also can inspire teachers to teach Speech Act with other fun and enjoyable materials instead of some boring-monotonous texts or articles. The reason of why the writer chooses Magic the Gathering Collectible Card Game – Planeshift edition, such an expensive stuff, is that recently the game is quite popular among teenagers, high school students,
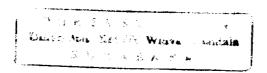
college students, adult people, and even children in elementary school. As the writer has observed at some hobby shops, such as "Marsindo", "The Guild", "Planet Satu", and "Magic Land", it has been a hobby for some people, including the writer, to spend their time to play the game for socializing and having fun or even competing in a regional, national or international tournament of Magic the Gathering provided by the DCI (Duelists' Convocation International — an official players club by Wizards of the Coast, publisher of Magic the Gathering) sanctioned tournament organizer. Based on the explanation of the background, this study was directed to answer the research question: "What kinds of illocutionary acts and illocutionary verbs are manifested in the Magic the Gathering?". Based on the question, the study was driven to find out the kinds of illocutionary acts and their illocutionary verbs in the text of the Magic the Gathering. The significance of the study is that it is expected to give some contribution to the field of Discourse analysis in analysing the communicative patterns, especially the illocutionary acts as the elements of Speech Acts. Moreover, this study is also expected to be an inspiration for teachers to teach Speech Act theory especially the illocutionary acts in an enjoyable way. The study was limited to the study of the illocutionary acts and their illocutionary verbs of the Elizabeth Closs Traugott and Mary Louise Pratt's theory. The object of the study was taken from the Planeshift edition of the Magic the Gathering card game, the latest edition at the moment of this study was taken.

In analysing the findings of the study, the writer used theories such as the theory of discourse, the theory of speech act, and the theory of illocutionary acts

from Elizabeth Traugott and Mary Louis Pratt. Besides, the writer also took some studies which have related topic with the topic of the study under report

The study is categorised as a qualitative exploratory-interpretative research study because the writer used a non-experimental method, yielded qualitative data, and provided an interpretative analysis of that data. The research design of the study is as follows: after collecting the data, the writer divided them into two categories: they are the main text or card text and the flavor text. Then the writer found the language functions or the illocutionary acts of each text, in sequence from the main text first then the flavor text, from the first card or card number one to the last card, and interpreted their illocutionary verbs.

From the analysis of the data, the result is that the two categories: the main text and the flavor text have different kinds of language functions or illocutionary acts. In the main text, the writer finds only two kinds of illocutionary acts: directive and representative. While in the flavor text, the writer finds expressive, verdictive, and declaration in addition to the directive and representative. The writer also finds that there are some texts which have more than one illocutionary act.

The reason why the writer did not investigate the perlocutionary act is that there are many possibilities of the kinds of effects from any other cards from any editions of Magic the Gathering cards which can be played in reacting the illocutionary act.

5.2 SUGGESTIONS.

The writer thinks that this topic is interesting and nice to observe because it involves enhancing of teaching technique that makes studying more fun and enjoyable. Therefore, the writer hopes the next researchers can investigate this topic in deeper details. The topic about illocutionary acts manifested in the Magic the Gathering Collectible card game, for instance, can be analysed more deeply. We can investigate more the illocutionary act and perlocutionary act using "type one" and "type two" game expansion referring to the Magic the Gathering publisher – Wizards of the Coast's series of rules, or one block edition such as invasion's block or odyssey's block, or all edition of Magic the Gathering.

We can also choose other collectible card games such as "Star Trek", "Babylon 5", "Legend of Five Rings", "Lord of the Rings", "World Wrestle Federation", "Pokemon", "Mage Nation", "Dragon Ball Z", "Mech Warrior", "Survivor", "X-Files", or some board games that contain stuffs like a board for the area of playing and coins or tokens and dice or any other ornaments in addition to some cards for representing many characters, situations, tools and equipments, enemies, clues, weapons and so on, such as "The Settlers of Catan", "Dungeon & Dragons", "Pokemon: Gottta Catch 'em All", "Cluedo", "Life: A Family Game" to be used as the media or the data of a research. Some video-game books or Role Playing Books will also be good sources of materials or data for similar study or any other research.

The writer also wants to suggest the Self Access Center of the English Department to have more games or materials as stated above so that the students

will have more options in doing the research using those materials. It will enhance students' creativity and willingness of study in a new atmosphere.

Finally, the writer believes that the topic will be an interesting topic to analyse and it can give great contribution to the field of discourse study for the English Department students. It can also improve the way of teaching which will certainly be more fun and enjoyable.

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