

CHAPTER V

CONCLUSION AND SUGGESTION

This section contains conclusion and suggestion

A. Conclusion

Based on the findings that have been analyzed in the previous chapter, the writer conclude that the taboo words very often used by UKI Toraja students of the English language education study program who play online games is Taboo word category cursing “fuck”, Taboo word category cursing “Damn”, Taboo word category blasphemy “Oh my god”, Taboo word category obscenity “Shit”, Taboo word category obscenity “Motherfucker”, Taboo word category name calling and insult “Nigger”

B. Suggestion

Based on the results of this study, it can be seen that the use of taboo words is an interesting phenomenon that occurs around us and is also interesting to study. So, the researcher has several suggestions including:

1. For lecturers

Lecturers can educate students about language behavior Either digitally or in direct communication by emphasizing the importance of appropriate language use in various contexts.

2. For students

Help students realize that the use of taboo words in the game can affect the way they communicate outside the game.

1. For the next researcher

The researcher suggests for future researchers to discuss taboo words in different contexts, such as in daily communication. And can make research as has been researched by the author to increase knowledge about taboo words.