CHAPTER V
CONCLUSION AND RECOMMENDATION

A. Conclusion

Following the description and analysis of the data from the preceding chapter, the researcher has reached the following conclusions:

1. **The implementation of online games to improve English vocabulary at functionaries and alumnus of college student English club at IK Institution.**

   The researcher concluded that the functionaries and alumnus of college student English club at IK Institution in applying online games in their lives is to learn English. In addition to learning English, they also utilize online games as a means to relieve fatigue from daily activities. They can spend two to three hours per day playing games depending on how much fun they have and how busy they are. Most of them play online games at night. From playing online games they get a lot of vocabulary, from the features in the online game and from when they play with foreigners. All respondents play Mobile Legend because Mobile Legend is a well-known online game in Indonesia. When many people play it, it will be easy when they want to play together.

2. **The advantages and disadvantages of playing online games for functionaries and alumnus of college student English club at IK Institution.**

   From what has been mentioned above, the researcher concludes there are five advantages and three disadvantages of playing online games felt by the interviewees are as follows:

   a. Advantages
      1) Improve English vocabulary mastery.
         In playing online games someone will get a lot of English vocabulary from the features in the game or from when the players play together with foreigners. That is what makes game players able to improve their English vocabulary.
      2) Improve English skill.
         In addition to improving English vocabulary skills. The chat, voice, or setting features in online games are also able to improve the players' English skills, namely writing skills, speaking skills, reading skills, and listening skills.

3) Make friends or relationships.

Online gaming can be done alone or in groups. When players choose a group game, they can play with people all over the world and make new friends.

4) Get money.

In addition to non-profit benefits, from playing online games you can also get profit benefits. An online game player can get money from winning tournaments or jockeying.

5) Control your mood.

Because this online game includes entertainment, someone who plays online games will feel happy. Once someone is happy, they will easily control their mood well.

b. Disadvantages

1) Lowering the eye system.

Online games are those that are played on computers or mobile devices. A person who is addicted to internet gaming can spend hours playing these games. As a result of radiation from cellphone and computer screens, the eye system may deteriorate.

2) Waste of time.

Playing online games can make a person lazy to move because if he has logged in then he will play it until it is finished and if he cannot control the time it will result in wasting time in vain.

3) Lowers the spirit of learning.

A person who already has an addiction to online gaming will do nothing but play these games. He'll become sluggish as a result, and his desire to learn will decline.

B. Recommendation

Based on the conclusion above, the researcher expected that this thesis can be useful for teacher, students, and other researchers.

1. Student

When playing online games, it is anticipated that, students are still able to control their time and themselves. Able to take the good impact and discard the bad. And can be wise in the use of online games.

2. Teacher

It is expected that teachers or lecturers are able to have an open view regarding technological developments and are able to

introduce students to the good and bad effects and are able to utilize technological developments as a means of learning.

3. Researcher

The researcher expects that other academics will look at similar topics, such as how playing online games affects one's ability to speak English. It is hoped that further researchers will use the data to enhance their English language proficiency and conduct additional research to strengthen the gaps in this thesis. The impact of online games on other English abilities is a subject that future academics can explore in a wide range of different ways.