

## **Chapter Five**

### **Conclusion and Recommendation**

This chapter contains the conclusion of this research. This study gets all the findings after conducting an interview to find out the research questions. This chapter also presents suggestions which is expected to be useful for next research.

#### **Conclusion**

The result of this research results were divided in to two, namely the benefit of playing DotA 2 towards English learning, and the difficulty that learner face while using this game as one of the language learning media. The first result of this research covers the senior high school students' perception on the benefits of playing DotA 2.

This research aimed to find out the out senior high school students' perception on the benefits of playing DotA 2 towards their English learning process. Data collection method used Interview as the instrument to gain the data while the entire question related to interview was compiled in interview guidelines. According to the research data, there are four benefits of playing DotA 2 such as increasing vocabulary size, learning to communicate using English, facilitating direct English practice, and providing safe environment to practice English.

The second result of this research also found the difficulties that students faced when they learn English through DotA 2. The researcher found that there there were two problems faced by students when they practicing English using DotA 2. The first was inadequate number of vocabulary, and the other was hard to understand English accents.

## **Recomendation**

Based on the outcome of this research, the researcher provides some recommendation for several parties that are related to this research such as students, teachers, and other researcher.

**For students.** This research has proved that online game can help L2 learner learn English. This research also provided some information related to English learning. Based on the result of the research, the researcher suggests students to train their communication skill and enhance their vocabulary size by using English through DotA2. Online game can also give enjoyable practice without any pressure from anyone. This research had also given information about difficulty when students try communicating with foreign player. By knowing the difficulties when using online game as learning media, students must be able to overcome the problem related to learning language. By doing this research, researcher invite students to consider online game as one of the digital learning media to learn language.

**For teachers.** This research provided information for teacher that there are other media that can be used for English learning activity. By giving information that related to English learning using online game, teachers must consider this learning method as one of many options in teaching and learning activity. Teachers should give attention to the students for growing the excitement to learn English.

**For other researchers.** The recommendation would be for the other researcher. The researcher expects other researcher to conduct a research related to DotA towards learning process with different place or different research setting. This research could be one of the references. The researcher also invites other researchers to investigate deeper characteristics such as the implementing DotA 2 as media for language learning.