

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

This chapter consists of two sections. First section is the conclusion which presents the summary of the research findings in regards to the research question of this thesis and research objectives. The second section is put designed for suggestions to students and researchers.

#### A. Conclusion

The speech acts found in *Assassins Creed III* and are uttered by Haytham Kenway and Connor Kenway has been examined. The findings and discussions of this research led two conclusions that are as follows

1. There are a total of 962 speech acts that are performed by the subjects Haytham Kenway and Connor Kenway. Haytham Kenway produced 461 speech acts while Connor Kenway produced 501 speech acts in the whole main campaign of *Assassins Creed III* video game. Based on the classification of speech acts made by John L. Searle, speech acts are divided into declarative, expressive, representative, directive, and commissive. All types of speech acts appeared on Haytham Kenway's speech acts while Connor Kenway's speech acts does not include declarative due to his young age and condition of birth, thus not fulfilling the requirement of having a position of certain standing.

Haytham Kenways' 461's speech acts are divided from the highest to the lowest into 173 representative speech acts which took 37.53% of his total speech act, followed by 169 directive speech acts with the percentage of 36.66%,

expressives speech act with 90 occurrences with 19.52% percentage, commissive speech act occurred 26 times and took 5.64% of Haytham's total speech act, and finally declarative speech acts that only occurred 3 times with 0.65%.

On the other hand Connor Kenway produced 501 speech acts that are divided into 189 directive speech acts that took 37.72%, followed by 168 representative speech acts which took 33.53%, 86 expressive speech acts that took 17.17%, and finally 58 commissive speech acts with 11.58% percentage.

2. Based on the choice of speech acts and the illocutionary force of the chosen speech act that subjects of this research, Haytham Kenway and Connor Kenway chose in the span of the game, it can be concluded that Haytham Kenway is a charismatic leader who is willing to use his position in order to achieve his objective. He has a good mannerism and grace, and likes to be in control. Furthermore, Haytham Kenway is gifted in commanding and likes to give orders, while still willing to learn from someone who was better than him. Haytham avoids using unnecessary force unless someone annoyed him or his opponent is blocking his way to his goal. Haytham Kenway is also a very confident man, wise, and resourceful, possessing sharp eye and keen mind. In addition he is also committed to his cause, but less likely to help people unless it is beneficial for him and his organization.

On the other hand, Connor Kenway suffers from many flaws of a young individual. He is inexperienced and has a short fuse. His young age and the lack of worldly wisdom made him easily surprised and confused of new things. However, Connor is a good man and understands kindness and gratitude,

willing to apologize when he realized that he is wrong, and is willing to work hard without many complaints. He is also smart and inquisitive, willing to study and ask if he does not understand a thing. He possessed his father's gift in leadership and enjoyed giving orders, while also maintain politeness when interacting with other people. Similar to his father, Connor is very confident in himself. However, he is also stubborn in his own views. This flaw of his often leads him to arguments with his mentor Achilles. Connor is also gifted with sharp eyes and keen mind, and quite wise for his young age, though this trait still need to be tempered with life and experience. Connor is also very committed to his goal and is willing to work hard for it. In addition, Connor is also willing to help people in need.

## **B. Suggestion**

In regards to the conclusions of the research, the researcher proposes some suggestions

### **1 To Students of English Language and Literature**

This research is expected to give input and inspiration for English students interested in pragmatics. This research may be used as a reference for further analysis in relation to the research of this thesis

### **2 To Other Researchers**

This research might be used as a reference in further analysis study of speech acts. Other researchers are expected to have a more adequate data on their own research subjects. It is also recommended for researchers to limit their research data or they may be confused by too much collected data.