

## **CHAPTER V**

### **CONCLUSION AND RECOMMENDATION**

In this chapter, the conclusion of the research is presented; besides, the recommendation for further research on Mobile Legend Bang Bang game is also provide in this chapter.

#### **5.1 Conclusion**

The object of this research is hero character game, Mobile Legends Bang Bang. Released in 2016, this game published by Shanghai Moonton Technology. This game is about Mobile Legend Bang Bang is a multiplayer 5 versus 5 (MOBA) online battle arena game. There are currently 92 heroes in Mobile Legend's original server. Heroes can be grouped into 6 different roles: Marksman, Mage, Tank, Assassin, Support, and Fighter. According to this case, this research analyzes particular form of multimodal especially interactive meaning on visual image and metafunction on verbal heroes' character.

As the result of the multimodal interactive meaning of visual images, there is in form of screenshot. Interactive meaning has 3 main components, Contact which divided into Offer and Demand, Social Distance which divided into Intimate or Personal, Social, and Impersonal, last but not lease Attitude that divided into Subjective and Objective. The conclusion is there is Offer in Contact this are 7 and 3

for Demand, 5 Impersonal, 4 Social, 1 Personal in Social Distance, Involvement and Representational power 2, Oblique and Equality same point 1, Detachment is dominant 4 and all of the Objective Attitude is Action Orientation.

The result of metafunction of verbal image the SFL has three kinds of meaning they are: Ideational Meaning (Process, Participant, and Circumstance) Interpersonal Meaning (Mood and Modality), and Textual Meaning (Theme and Rheme). Ideational meaning is dominant of Material Process 9 and 1 Intensive Process, Interpersonal meaning is dominant of Finite Simple Present 6, 2 Finite Modal, 1 point to Finite Simple Continues, and 0 there is No Finite. Also, all of utterances are Theme and Rheme in the Textual Meaning.

## **5.2 Recommendation**

In the Mobile Legend Bang Bang game, there are two recommendations which can be analyzed by students of Faculty of Humanities. First, by using multimodal theory there are many aspects to analyze this game for example the background music, songs, or user interface (IU). Second, by using metafunction of systemic functional language to analyze in this game is lyrics of song, or interaction between player.