

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

In conclusion, this research has provided valuable insights into the types of illocutionary acts produced by players in Dungeons & Dragons (D&D) sessions, building upon existing literature on communication dynamics within tabletop role-playing games. Through the analysis of data collected from D&D sessions in the Discord server D&D Indonesia, we have identified five primary illocutionary acts: Representative(102), Expressive(2), Commissive(3), Directive(45), and Declarative(29) from 181 Utterance . These findings deepen our understanding of the communicative behaviors and interaction patterns inherent in D&D gameplay.

The research question, "What are the types of illocutionary act produced by players in D&D?" has been successfully addressed through this research. researcher findings have illuminated the various ways in which players engage in speech acts to communicate, negotiate, and collaboratively construct the narrative during D&D sessions.

5.2 Suggestion

While this research has provided valuable insights into the types of illocutionary acts produced by players in D&D, there are several avenues for further research that warrant exploration. Future studies may consider:

A. Educational Applications

Investigating the potential educational applications of D&D as a tool for developing communication skills, critical thinking, and problem-solving abilities in educational settings.

B. Cross-Cultural Studies

Exploring cross-cultural differences in communication styles and preferences among players from diverse cultural backgrounds participating in D&D sessions.