

## **CHAPTER V**

### **CONCLUSIONS AND SUGGESTIONS**

The present writer concludes that learning language; in this case, English can be done by means of playing a game. The game, Ragnarok offline has indirectly proven that the players can enrich some English vocabularies and expressions from Ragnarok offline.

For the elementary students, it is well suggested that they play the two versions of the game to understand English; whereas, the junior high school students can have better abilities in English by using interpretation of a language. Moreover, high school students shall be able to obtain more advanced vocabularies through the game.

Based on the result, the present writer's suggestion is that one may choose to study a language by playing games if one finds it boring to learn a language through books or dictionary.

In spite of the fact this kind of method of learning a language seems to be rather strange and unique, it has proven to be an attractive one. In fact, such a method can be said to be a kind of a breakthrough in learning a language, which one may try applying it. Furthermore, this method can be an interesting and relaxing way of learning a language.