

CHAPTER 5

CONCLUSION

Chapter five is a conclusion to the findings of the use of discourse markers by players as they engaged in play with each other during their experience in “Bigfoot”. This research focuses on analyzing the discourse markers in the communication of two players, “Fooster” and “Fisk,” as they play Bigfoot on YouTube. The study also seeks to classify the roles of the said discourse markers and investigate their frequency of use by the gamers in their virtual conversation.

In respect of the high-paced environment of multiplayer games, discourse markers also serve important functions in mediating turn-taking, signaling transitions, and articulating interpersonal relations. They are important to ensure clear and organized communication in daily conversations. This study pulled on that exploration to examine how these small linguistics elements with no real meaning can aid effective communication in these environments.

A total of 74 data are analyzed to help answer three research objectives; 20 of which are categorized as the marker, Repair Markers, and 9 as Turn Takers, 8 aligned as Fillers, 10 as Opening Frame Markers, 12 as Response Markers, 3 as Closing Frame Markers, 1 instance of Sequence Marker, 2 instance of Turn-givers and 9 as Confirmation Seekers. Repair Markers and Response Markers are the 2 most common functions attributed to discourse markers in the “Bigfoot” gameplay.

Repair markers are used more frequently in-game. They are used to help players clarify or amend statements made when playing in real-time. So, this marker is vital for dealing with miscommunication and talking about complex issues during the gameplay. Response markers are also common, which are used to express response to the preceding discourse without adding extra comments and continuing attention while another speaker having the turn. Fillers are typically used to filling out space to continue in conversation, and also give edges to the speaker so they could avoid interruption by an interlocutor.

This research ends with me having performed all analyses according to the purpose of this thesis as stated in the first chapter. This thesis explores the

phenomenon of discourse markers which come up in “Bigfoot” as an attempt to classify their functions and discuss their frequency in the virtual discourse presented between the two players. I also identified some types and functions of discourse markers used during the gameplay.

Personally, I believe that understanding discourse markers will be very useful, especially for understanding the context or direction of conversations between individuals, which of course will be used very often in everyday life. In the context of “Bigfoot” gameplay, understanding discourse markers is very helpful for researchers in understanding what happens between players or gamers when they make contact or communicate, especially when building strategies. Because there is often a certain intention in conveying a message to others, but their way of communicating may be difficult to understand for people who do not know them well. For this reason, I as the researcher aims to explain the context of the conversation to the audience while also helping me understand more about the use of discourse markers in everyday conversation. This is also in line with the goals of linguistic students, especially in the field of sociolinguistics, which is to understand the context of certain discourse carefully.

Upon completing this research, I acknowledge that the research is nowhere near perfect and still has the potential for further exploration. I hope that future researchers can find additional findings for this field of study in both pragmatics and sociolinguistics, especially in the study of discourse markers in digital interactions. I hope that my research can contribute to future studies on discourse markers and communication strategies, especially in games and other virtual environments.

Compared to the other areas of linguistics the study of discourse markers remains underexplored, particularly in the context of digital interactions such as Youtube gaming videos. The unique dynamics of virtual communication and gaming interactions remain relatively overlooked by the linguists that study discourse markers. While in fact, the study of discourse markers in virtual communication can be a promising new area for further research in this field. The reason is none other than because discourse markers can describe the social and

cultural complexity of digital discourse. For this reason, discourse markers can be a tool to understand the customs or culture of a particular group, particularly in the field of language.

As a closing remark, further research on this subject can help me or the audience to understand how individuals construct or build meaning. Especially if it is in the context of virtual communication such as online interactions and the likes of it. Of course, this can help linguistic students understand the context of language use in this increasingly digital world.

