

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion and suggestions drawn from the analysis conducted in the previous chapter. The conclusion provides a summary of the main findings of the study, focusing on the classification and functions of directive and expressive speech acts performed by support heroes in *Mobile Legends*. Meanwhile, the suggestions section offers recommendations for further research as well as potential implications for both academic study and practical application.

5.1 Conclusion

This study has shown that directive and expressive speech acts play a pivotal role in shaping communication within *Mobile Legends*, particularly among support heroes whose language reflects both strategic coordination and emotional reinforcement. Directive speech acts—such as commanding, requesting, advising, warning, urging, and offering—function as essential tools for synchronizing team actions, signaling tactical intentions, and ensuring collective preparedness in moments of high gameplay intensity. Their force lies not only in the literal commands but also in the implicit cues that direct teammates toward unity of action.

Expressive speech acts, on the other hand, reveal the psychological and interpersonal dimensions of team-based interaction. Utterances of encouragement, reassurance, complaint, valuing, and belief act as vehicles through which heroes sustain morale, acknowledge effort, and reinforce solidarity. These forms of language highlight that success in gameplay is not determined solely by mechanics or strategies but also by the maintenance of emotional cohesion.

The analysis further demonstrates that the communicative function of these speech acts extends beyond individual expression: they create a discourse of trust, motivation, and tactical awareness that defines team identity in a competitive digital environment. Thus, speech acts in Mobile Legends exemplify how language can simultaneously coordinate action and cultivate group resilience, showing the dual role of pragmatics in both operational and affective dimensions of online interaction.

5.2 Suggestion

A fruitful suggestion for future research is to expand the scope of analysis beyond directive and expressive speech acts by incorporating assertive, commissive, and declarative categories, thereby allowing a more comprehensive picture of how voice lines function as pragmatic tools in multiplayer games. Furthermore, subsequent studies could conduct a comparative analysis between different hero roles (such as *Tanks*, *Marksman*, or *Fighters*) to examine whether their linguistic strategies differ in shaping coordination and morale. It would also be valuable to integrate players' perceptions through surveys or interviews to bridge the gap between scripted in-game utterances and their real-time reception in gameplay, providing a richer understanding of how virtual language both reflects and influences team dynamics. Lastly, interdisciplinary approaches combining pragmatics with psychology, communication studies, or game design may deepen the insight into how digital discourse contributes to immersive interaction and collaborative synergy in online gaming environments.

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APPENDICES

1. Expressive Speech Act

No	Hero	Voice Line	Speech Act Type	Function in Team Coordination
1	Angela	“Keep on smiling, it’s important”	Expressive	Encouraging
2	Angela	“Doctor calls me little angel, but hehe I can’t fly”	Expressive	Emotion
3	Angela	“Stay cheerfull everyday”	Expressive	Encouraging
4	Minotaur	“Arrgh... feel the fire of rage”	Expressive	Emotion
5	Faramis	“Uagh, this frail body is failing me”	Expressive	Complaining
6	Minotaur	“Rage knows no bounds!”	Expressive	Complaining
7	Angela	“I’m always here for you, it’s what a friend does”	Expressive	Reassuring
8	Floryn	“Helping others is the secret sauce to happiness”	Expressive	Encouraging
9	Floryn	“Miracles may happen in every choice we make”	Expressive	Encouraging
10	Floryn	“We are not fighting alone”	Expressive	Encouraging

11	Estes	"Let's get this over with, I'm starting to get bored"	Expressive	Complaining
12	Angela	"I want to protect everyone"	Expressive	Reassuring
13	Lolita	"I'm totally okay, no worries"	Expressive	Reassuring
14	Johnson	"All clear!"	Expressive	Reassuring
15	Johnson	"Thank you for your service, medic"	Expressive	Valuing, thanking
16	Angela	"The sakura bloom no more"	Expressive	Valuing
17	Angela	"Friendship is the cutest thing ever!"	Expressive	Valuing
18	Estes	"Love others as love yourself"	Expressive	Valuing
19	Angela	"A new life, a new purpose"	Expressive	Stating Belief
20	Angela	"I must not go too far away from the others"	Expressive	Stating Belief
21	Johnson	"I don't need a rearview mirror, cause I never look back"	Expressive	Stating Belief
22	Mathilda	"I won't give up"	Expressive	Reassuring
23	Rafaela	"I'm always here for the wounded"	Expressive	Reassuring
24	Rafaela	"I feel safe because we are united as one!"	Expressive	Reassuring
25	Johnson	"Great seeing you, angel in the field!"	Expressive	Valuing, thanking
26	Rafaela	"Light embraces me"	Expressive	Reassuring

27	Rafaela	“Argus.. forgive me”	Expressive	Reassuring
28	Rafaela	“We stand with the innocent”	Expressive	Valuing
29	Estes	“Hello, my friends”	Expressive	Reassuring
30	Johnson	“Nothing can stop my delivery”	Expressive	Stating belief
31	Minotaur	“Life itself a trial”	Expressive	Encouraging
32	Minotaur	“The past is my momentum	Expressive	Encouraging
33	Minotaur	“Hah! They need some hammering”	Expressive	Encouraging
34	Lolita	“I always get back on my feet”	Expressive	Encouraging
35	Angela	“Everyday can be a happy adventure when you’re with friends”	Expressive	Encouraging
36	Angela	“A foul disease has been eliminated”	Expressive	Stating belief
37	Angela	“Until the spring blossoms return, my dance will continue”	Expressive	Stating belief
38	Diggie	“Time is science!”	Expressive	Stating belief
39	Kalea	“See? size doesn’t matter”	Expressive	Stating belief
40	Kaela	“I even went easy on ya”	Expressive	Stating belief
41	Kalea	“That didn’t count, I was distracted!”	Expressive	Complaining

2. Directive Speech Acts

No	Hero	Voice Line	Speech Act Type	Function in Team Coordination
42	Angela	“Kikikaka, the strings of my puppet got all tangled up, can you help me with that?”	Directive	Request
43	Kalea	“My tail’s been itching for a real fight,”	Directive	Advising
44	Faramis	“Again, I will infuse the dead with souls”	Directive	Commanding
45	Estes	“Follow my rhythm, groove with us!”	Directive	Commanding
46	Chip	“Portals up!”	Directive	Commanding
47	Minotaur	“Direct my hammer!”	Directive	Commanding
48	Angela	“Ordained by the heavens, I will protect this world,”	Directive	Commanding
49	Johnson	“Should have worn your seat belts”	Directive	Advising
50	Carmilla	“Love grants us courage to keep on going”	Directive	Advising
51	Chip	“Can we take a break yet?”	Directive	Request

52	Rafaela	“Do not gaze into the darkness, it stains your soul,”	Directive	Warning
53	Johnson	“Hold on tight or peel out”	Directive	Warning
54	Angela	“This realm is protected”	Directive	Warning
55	Mathilda	“Don’t ever look back”	Directive	Urging
56	Mathilda	“Any luck you could run from this!”	Directive	Urging
57	Kaja	“Witness the power of pure lightning”	Directive	Urging
58	Chip	“Haha! It’s payback time, Angela”	Directive	Urging
59	Lolita	“I will protect you”	Directive	Offering
60	Minotaur	“My hammer is at your behest,”	Directive	Offering
61	Lolita	“Don’t worry my friends, I’m your shield”	Directive	Offering
62	Rafaela	“Protect our dearest homeland”	Directive	Urging
63	Johnson	“Another one down before the champion”	Directive	Urging
64	Johnson	“I’m gonna give you a good fixing”	Directive	Urging
65	Lolita	“You need to toughen up”	Directive	Advising
66	Lolita	“Take a rest now”	Directive	Advising
67	Lolita	“Get behind me”	Directive	Requesting
68	Rafaela	“Healing for everyone!”	Directive	Offering

69	Angela	“Take flight my shikami and let them know that spring has returned”	Directive	Urging
70	Floryn	“Let’s make the whole world green and lively”	Directive	Urging
71	Floryn	“Show them!”	Directive	Urging
72	Diggie	“Let me show you my crashes”	Directive	Offering
73	Diggie	“Running late? just slow down the time”	Directive	Advising
74	Diggie	“May I study your watch for a second?”	Directive	Requesting
75	Kalea	“Beware of falling coconuts... haha, silly humans!”	Directive	Warning