CHAPTER V
CONCLUSIONS, IMPLICATIONS AND RECOMMENDATIONS

Overview

Globalization is inevitable, especially in this era where everything has become much easier and greatly revolved to the whole new level, including the way of how language is learned which now has a lot more varieties in term of sources, and one of it is from online communication that occurred in online communities. There are so many online communities created as the internet itself has been a lot more accessible and there are a lot of contents that can be discussed in online platforms and one of it is K-Pop. K-Pop has been so popular worldwide by so many reasons up until recent times and fans have so many ways to channel their love for their favorite idols and one of it is by being a K-Pop role-play in where they come up with social media accounts and act as the “fake” version of their favorites. Not only for supporting their favorites, this activity also said to bring benefits for them to learn and enhance their English language proficiency.

The conclusion of this study will be related to the relation of K-Pop role-play community and English language learning as showed by the formulation of the study:

1. What parts/elements of K-Pop role-play that helps the role-players in improving their English, especially as Lingua Franca?

2. What aspects of English are perceived to be improved by respondents involved in K-Pop role-play community?
5.1 Conclusions

The conclusions of this study are stated in terms of the findings and discussions about how K-Pop role-play community brings benefit for the role-players as English learner in form of brief summary as listed below:

- Learning English can be a lot of fun and much easier since learners can get so many sources and places for them to learn and improve by taking the advantages of a phenomenon, one of it is immersing themselves by being a fan and do fan activities, in this case is by involving themselves into K-Pop role-play community.
- K-Pop role-play and the activities occurred within helped and give positive impacts on the learners’ English language improvements.
- There are some skills that are heavily used and improved since the role-players use them in almost all of their role-play activities, for instance reading, writing, and any other general components related to those skills.
- K-Pop role-play, as stated by the participants, could be a big help and potential media for them to enrich their English language ability especially when it wisely used beside its main usage as a medium for them only to enjoy their fan activities.
5.2 Implications

The findings from the analysis respond to the formulation of the study and appear to help to achieve its goals. The findings have several significant implications for the relation K-Pop role-play has with language learning, in particular for the purpose of learning English in discourse community.

5.2.1 Implication for Language Learning Practice

The findings of this study showed the result of almost all the participants’ opinion of how K-Pop role-play help them in their process of language learning. The analysis displayed how K-Pop role-players cope with their own problems in learning language into a fun practice by doing it along with activities they love and must do in both for them as a fan and as role-players. The result itself shows positive responses from the participants on what they think improved from their English language learning while them being involved and get the advantages of the phenomenon.
5.3 Recommendations

5.3.1 Recommendations for Future Study

Future study on K-Pop Role-play and its relation to language learning could be directed toward:

- **Deeper insight about K-Pop Role-play and its relation to language learning**, this study has showed that K-Pop role-play helped learners in their self-learning language practice; it might be used as a reference for further research both in qualitative and quantitative study.

- **Aspects within K-Pop role-play**, the researcher has seen many potential aspects that can be analyzed within K-Pop role-play community as there is still little research around the phenomenon. Further research could focus on the aspects such as the role-players’ behavior within the community, the impact that they gain by being role-players; it could be from cultural or educational impact, and so on.

5.3.2 Recommendations for Education

- Regardless of little to none previous study around the relation between K-Pop role-play and education, the researcher and the results of this study sees that K-Pop role-play could be a potential media in its affiliation with language learning and might someday could be taken in more serious way as an addition and little help for future education and to test it out by applying it to schools and classes as a creative and fun way to help learners to learn and improve their language skills, especially English.