

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, the researcher presents conclusion and suggestion. In conclusion, the answer of the research problem is represented by the researcher. And in the suggestion, the researcher gives suggestion and recommendation to the readers, students and other researchers.

#### A. Conclusion

In conclusion, the researcher makes the conclusion after reading and identifying the script of movie “Sonic the Hedgehog”. The conclusion is according to the summary of finding and analyzing the figurative languages found in the script of movie “Sonic the Hedgehog”. In the findings of this research, the researcher can classify into two main points. The first, the researcher found ten kinds of figurative language in the script of movie “Sonic the Hedgehog”. They are *Simile 7, Metaphor 4, Hyperbole 2, Personification 5, Metonymy 4, Alliteration 7, Idiom 3, Rhetoric 5, Onomatopoeia 5, and Repetition 5*. Besides, the researcher found the depth meaning from this movie, because this movie shows about a friendship, social care and survival. The researcher can know the meaning from the contexts and the researcher has found the meaning from ten kinds sample data of figurative language.

Based on the findings the meanings of figurative language, each utterance has different meaning according to the context around the sentence that includes figurative language. Meanwhile, according to Kreidler (1998: 42) it is very important to understand the meaning inside the sentences. Meaning is language that consists of large number of word and each of these words has a direct correlation with something outside language.

Then, the researcher's find the types of messages that appeared in many samples of the meaning in figurative language which often appeared are social messages are 5 and

moral messages are 8. Meanwhile, the researchers found moral message only 1.

## **B. Suggestions**

The researcher proposes some suggestions according to the result of the findings are follows:

1. The movie viewers are suggested to not just enjoying the movie but also can see the positive side and make it to imply in their life. Movie is not only able to entertain but also can give us lesson, inspiration, suggestion, messages, and motivation of life. So that, important for us to payattention to the movie that we are watching.
2. The researcher suggests understanding the figurative language, especially for the readers and other students who interest in analyzing the literary work in short about the movie. Understanding the figurative language will make the readers and students easier to understand the types of figurative language and also to catch the meaning. It also makes them more interesting.
3. For the other researchers, the researcher hoped that this research can be used as references for their research on figurative language especially in the movie. The researcher also hoped that this research can be used in other objects, like figurative language in poem, poetry, song lyrics, and short stories.