CHAPTER 5

CONCLUSIONS AND SUGGESTIONS

This chapter presents conclusions of the research that has been conducted. This collects the essence of the result of analysis and constructs them in a concluding that might be useful for those seeking information about the significance of *Kaskus* emotions in *the Lounge* forum at *Kaskus*, *the Largest Indonesian Community* based on semiotic analysis. This chapter ends with suggestions for further research.

5.1 Conclusions

Derived from the results of analysis, the writer concludes that the significance of 28 Kaskus emotions taken from five threads in the Lounge forum in the site has meaning and function as a way to communicate, particularly in the online forum. The 28 emotions which has been analyzed in this study are ngakak, bata, berduka, bingung, capedeh (yellow), capedeh (blue), cendol, hammer, maho, hoax, iloveindonesia, ilovekaskus, kiss, malu, marah, matabelo, mewek, najis, repost (blue), repost (yellow), selamat, shakehand, sorry, sundul, takut, toast, thumbup, and 2thumbup emotions. Those emotions vary based on its typical characteristics such as names, colors and facial expressions.

Based on Barthes' orders of signification, it is noticed that most of the names of those emoticons employ Indonesian term as the name. It has a great deal to the users, because *kaskuser*—almost all are Indonesian, would feel more comfortable since it is their daily language. The colors of those emoticons

designate symbols in order to express one's emotion, identities and certain objectives that somehow relates to the cultural beliefs. Furthermore, the facial expressions of those emoticons take a close resemblance of one's feeling by portraying the facial expression of one's feeling for instance angry, happy and sad. The threads also contribute to significance of those emoticons owing to the context of related threads. Barthes' concept has explored these findings through his orders of signification, relating its literal meaning and how it is used globally in daily life.

In short, *Kaskus* emoticons in *the Lounge* forum serve as a means of (visual) communication among *kaskusers* to emphasize the statement in online communication. It shows mood of one's state of feeling so that others can easily acquaint his thoughts. Furthermore, it is treated as alteration for some words which associated with linked circumstance. In other words, emoticons are used as a language to communicate something the same way as someone communicates to others without directly faced with. In such a way, emoticons then play crucial role in communication, especially the visual one.

However, the use of each emoticon is unconditional and within the discretion of a user himself. On the other hand, some emoticons are applied as *obligate* emoticons that usually come as opening or closing of a post such as "cendol" and "bata" emoticons. There are also prominent emoticons which present at a particular thread due to its context, for instance "berduka" and "mewek" emoticons in the sad story. In the end, almost every post in the forum leads to particular responds such as pride, amusement, anger, etc. Such responses

are illustrated wholly in simple emoticons. In brief, the emoticons cover a complex function in communication.

5.2 Suggestions

Semiotics as study of sign is ordinarily applied to discover meaning within something, including emoticons in online forum. As noticed before that the presence of emoticons in *the Lounge* forum plays important role, especially as a means to communicate among users of *Kaskus*. After being analyzed using semiotics, specifically Barthes' orders of signification, and found its significance, the writer hopes that this study will help to explore deeper about the significance of *Kaskus* emoticons specifically in *the Lounge* forum in the site.

Further research is unmistakably needed because *Kaskus*, and such forum is a media that always changing roughly in its every second. *Kaskus* itself has more than twenty forums on it. The emoticons in *the Lounge* forum are merely a little part of the site which means that any inquiries could be conducted to observe another part of the forum. In addition, as a *moving* media, an online forum is an object analysis that interesting to be explored. Online forum might be one of the materials found in cyber. Other things such as websites, blogs, social networks, and e-magazines are also fascinating to investigate.