

CHAPTER V

CONCLUSION AND SUGGESTIONS

This chapter covers conclusion of the study, which refer to findings and discussion in the previous chapter. In addition, this chapter also provides suggestion for those who may want to investigate the related issue.

A. Conclusion

This study is aimed to investigate the Indonesian Slang use in two Indonesian novel adaptation movies, entitled *Lupus* and to reveal the commonalities and differences of Slang use in the different time slot movies. From the data analysis, the study observed that 163 slang words emerge in both movies with age and localism restricted and unconventionality type are the most frequent type of slang used in both movies. Moreover, the word formation types that mostly occurred are borrowing, clipping, affixation in *Lupus* 1987 and borrowing, affixation and coinage in *Lupus* 2013.

Furthermore, the study found that the Mattiello's types of slang and word formation processes of slang complement each other. Mattiello (2008) divided type of slang based on the sociological properties, speaker oriented such as age and localism restriction type, and hearer oriented such as freshness and unconventionality type which are the most type of slang emerge in both movies. It shows that the age of the speaker influences how they speak. It is expected since the speakers in the movies are mostly teenagers who speak mostly informal language. The observed word formation which mostly forms the slang is borrowing. Betawinese is the most borrowed language which forms the slang. The localism restriction type supports this data. The movie took place in Jakarta, where most of the speakers speak Betawinese.

To conclude, Indonesian slang, according to its speaker and its function is still mostly used by teenagers and identical with Betawinese, a regional language. In contrast, due to the time difference of the movie, the development of information and technology influences slang used in the latest movie, especially English and the slang is also enriched by many new terms creation.

B. Suggestions

The object of study is two novel adaptation movies, *Lupus*, which took place in Jakarta and focused on the teenager life style in Jakarta only. Indonesian slang is not only spoken by Jakarta teenagers but also teenagers in other regions. Though most of slang words borrowed from Betawinese or Jakarta dialect, other regions also have their own slang. Thus, studies examining slang in different region or area are advisable.

The conversations in the movie are mostly scripted or created in written form, even though movie can represent real social life. It would be interesting to examine slang from naturally acquiring data, e.g. real conversation.

Overall, for those who want to conduct research on Indonesian slang or any languages of slang, hopefully this paper can give a beneficial contribution.