CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

This chapter presents conclusions and suggestions based on research results and discussions. Suggestions are addressed to teachers, schools, and future researchers as well as parties interested in conducting research related to Roblox to confirm research findings.

5.1. Students perceive Roblox games to enhance the English language of students

The analysis reveals that the student's perceptions of Roblox in studying English as ESL highlight if Roblox is relevant to school lessons, as certain themes align with educational content. Respondents reported improvements in English skills, particularly in communication and vocabulary, while emphasizing the importance of using English in the game. Although Roblox motivates independent learning and boosts confidence in vocabulary usage, respondents expressed a preference for group assignments over playing the game and showed limited engagement in discussions with peers to enhance their vocabulary.

5.2. Language barriers during misunderstandings in Roblox

The interviews highlight common language challenges faced by Roblox players, including difficulties with grammar, unfamiliar words, technical terms, and non-standard slang. Cultural differences also contribute to misunderstandings. To overcome these barriers, students rely on tools like Google and Google Translate or seek help from others. Despite the challenges, they find value in learning new words, as it helps improve their English vocabulary.