

CHAPTER V

CLOSURE

A. Conclusion

This research found that the features in “Love and Deepspace” offer several opportunities for players to improve their English skills unconsciously. However, the game provides a stronger advantage for receptive skills, since most of its core interactions rely heavily on listening and reading. For reading skills, the game’s plot, storylines, and dialogues serve as meaningful input that encourages players to process written language. Features such as Anecdotes and Myth/Memories Cards provide engaging narrative passages that motivate players, especially those interested in the characters’ lore to read attentively and understand the text in order to follow the story. Likewise, listening skills are supported through voiced dialogues that can be replayed in battles, date modes, or audio-based features like Secret Times, which offer additional exposure to English input, even if in a more passive way.

As for productive skills such as speaking and writing, the game offers more limited direct support. The extent of improvement relies largely on the player’s personal initiative. Some players may choose to imitate the protagonist’s spoken lines during voice-call features, allowing them to practice pronunciation in a low-pressure environment. In the chat feature, players do not produce original sentences, but they may still engage in meaningful decision-making by analyzing tone, intention, and wording before selecting a response. While these forms of practice are not fully

productive in the traditional sense, they still provide space for players to interact with language in ways that encourage awareness of expression and communication.

B. Suggestions

The following suggestions are provided for players and future researchers based on the results of this study.

1. For Player

Players are encouraged to actively make use of the game's features to strengthen both receptive and productive skills. There are numerous online communities and fandom spaces dedicated to "Love and Deepspace", and these platforms provide opportunities for players to share their own creative writing such as fan fiction or short stories inspired by the *Love Interests*. Engaging in such activities can help develop writing fluency and expand vocabulary in a natural, enjoyable way.

For speaking skills, the voice-call feature can serve as a useful tool for pronunciation practice. By consciously imitating the protagonist's scripted dialogue, players can build confidence and gradually improve their oral production, even without direct correction from others.

2. For Further Researcher

This study only explores selected features related to each language skill, and there are still many aspects of the game that remain

unexamined. Future researchers may consider conducting interviews with players to gain deeper insights regarding their experiences, learning strategies, and engagement with specific features. Such qualitative data would enrich the understanding of how game-based environments support language learning and could highlight additional components not covered in this research.