

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

After doing the research and finding all the types of figurative language that was use in the Honkai Impact 3rd 4 character theme song in each line of the song and the researcher conclude that.

Based on the data provided by the result table and the 12 types of figurative language based on (Aryawan et al., 2019) there was only 11 types out of 12 figurative languages that was found by the researcher and that is simile, metaphor, hyperbole, imagery, idiom, irony, onomatopoeia, personification, metonym, symbolism, and oxymoron the one that was not found in any of the 4 character them song is allusion. The most used figurative language is metonym with a total of 14 used and it was found most in song 1 with 7 found in the song lyric. The most least used figurative language is simile with a total of 2 used and it was only found in song 2 & 4.

B. Suggestion

To the readers, the researcher hope that this thesis might help for the readers to understand a little more about figure of speech like the 12 types of figurative languages that the researcher has used and also interested in literature work like song because in each lyric of the song it contains many

meaningful and beautiful meaning behind them and maybe this will get other readers to do their research on their favorite songs.

For the next researcher, the researcher hoping that this thesis will increase more of understanding of figure of speech and literature work and use this work as a reference to help them in their research and coming out with their own method and materials.