

## **CHAPTER V CONCLUSION AND RECOMMENDATION**

### **5.1 Conclusion**

Based on research conducted by researcher on the topic “Study of the Relationship between Moral Dilemma Answer in Video Games with Personality”

then researcher conclude several conclusion in this study as follows:

1. This thesis objective to search answer for research question “Can the game be used as a moral dilemma education medium?” and “What kind personality chooses certain choices in moral dilemmas?”
2. These research conducted using qualitative research method and analyzed together with MBPI based on every part of MBTI aims to study the relationship between personality and moral dilemma in a video game and how it affect.
3. Data used in this study were collected from 30 respondents from various age and gender who had played persona 5
4. The most likely personality to betray is Logistician (ISTJ-A/ISTJ-T) while the most likely personality to not betray is Protagonist (ENFJ-A/ENFJ-T).
5. Gamers and game developers should consider the in-game implications associated with those behaviors and more extensive analysis of moral choice in game content.

## 5.2 Recommendation

In designing and making this study research, there are still limitations that can be recommendations for further development and several potential research directions. The following are suggestions that can be given by researcher:

1. Another content analysis of the moral dilemmas and choices on other video games that included.
2. Examining how video games might induce negative moral behaviors.
3. Continue to address all the issues and provide answers about moral dilemma with personality with positive impact.