

CHAPTER 5

CONCLUSION

The objective of this research is to understand and peer into the lens of those who are within the gaming subculture through the viewpoints of reality, identity and sense of belonging.

Throughout the scope of the research, there could be found 6 themes in total when delving into the interpretations and experiences of reality, identity and sense of belonging. The themes of Reality would be discovered to be interpretations of reality as an intertwined product of both real life and in game life and The preferred reality being that of the real world reality. It can be inferred that whilst the majority would prefer the real life due to real life connections and achievements as well as their lives enrichment being suited for them to avoid the feeling of heavy escapism, it would also show how it could also be an intertwined product of both real and game reality, as connections made within the online scape could be carried on to the real life.

For the Identity, the themes found were that the identity is a reflection of their real life identity, showing how they would not change how they are as a person, nor how they show a different face but would rather wear their heart on their sleeves, showing nothing but their own real life characteristics in their mannerisms than forming an identity based on what they've gone through within the game. On the other hand, there were also interpretations that show how identities can be formed due to the roles they are given or chosen for themselves. These identities based on roles can be in the form of found leadership and change in behaviour due to the position they have, such as a leader of a group being more strict on certain matters and being viewed as the strict leader only due to the said role when it doesn't fully reflect their real life.

The last main point is the sense of belonging, where its interpretations would stem from it being rooted in sharing the same expectations and time spent together, that their sense of belonging

grew due to the shared expectation of certain outcomes or certain beliefs that help the sense of being a part of something settle within the individual which could also be seen within the time spent together, the longer time spent the more familiar and more settled an individual will be, keeping with the group they've decided to choose to be with due to the sense of time being their root in their bonds. Another would be the sense of belonging being interpreted as having rooted from friendly environments and having the same mindset, where the group they interact with and the level of acceptance and support they are given become the base of their sense of belonging, how a friendly group and encourages growth would become the reason they feel as if they want to be a part of the group as a collective, and how having the same mindset along side it would show how the shared way of thinking, of understanding would make an individual would feel more a part of the collective rather than feeling as if they don't belong.

5.1 Research Implications

This research has given a few implications in the form of Theoretical Implication, Practical Implication and Social Implication:

5.1.1 Theoretical Implication

There could be found some discrepancies within the theories chosen with the results of the study, such as how group polarization mentions how an individuals decision making skills and views may change within the extreme when the groups synonymous decision is extreme within its own, although not to the level of extremes, there are exceptions in which some individuals may choose to be their own self even with the pressure of roles and behaviours that come with said roles.

They still choose how they react and how they identify themselves which means there could be more than meets the eye when it comes to the growth of polarized groups within subculture entities.

Within the Choice theory as well, how individuals will often seek out the needs of psychological well-being, but the way they do so is through the act of escapism, an often unhealthy way of seeking out the care they truly need. Escapism in its own right is the act of running away from the dangers in front through games and hobbies that is often done in an unhealthy way.

The identity theory, as straightforward as described being a thought process that an identity is formed through the roles given can be proven true within this instance, as participants who have been given roles or have formed their identity through the roles they play often shapes the identity or how people would see them because of it, such as how leaders within the community will often have the mindset of acting harsher to deliver a point across, or how those with specific in-game roles such as healers will often be seen as patient or shakey as the role given to them are quite important in regards to the content they tackle.

This would give a new perspective to how the theories may be viewed, as well as become a source of new insight. Contribution as willing, this study will bring in a new perspective towards the research of media study, as games have become a big part of the media world- the stigma of those who live within the confines of the gaming culture should not be shunned by negative connotations, they are not only those who play the game and revel within its communities, but also the ones that do live a life of their own, with this a new perspective on how games are studied can be made- without stigma but dialogue towards the individuals at hand who have a relationship with said gaming community.

5.1.2 Practical Implication

The results of this study puts up the implication that the study of the gaming subculture can be done with the idea of individual experiences in mind. With the current scape of the internet and its accessibility, it can be confirmed that to reach out to those who are far in real life is made easier through the games and interactions online within the virtual world. A new consideration would be that studies moving forward will have a point of reference that those within the gaming subculture are not truly labeled as those who are inseparable with the game they chose to spend their time in, but also have various views and points of influences.

One can adopt a new view whenever tackling the Gamer subculture, seeing it through the lense of the individual. Learn to understand and reach into what the subculture has to offer before making hasty judgements.

5.1.3 Social Implication

The social Implications of this study will relate to the views that gamers have. They are not as they are stereotyped to be, those who only live within the confines of their room living in addiction to the games they play. They are real people, people who are also around every block normal humans within the workforce that may have an unhealthy relation with it, most will still choose to focus on their real life instead of the virtual life they may have. Giving them a voice has resulted in another perspective, that behind the stereotyping and views, lies hobbyists that enjoy the games they play, and form identities, groups and sense of belonging within it. This should give the view that the subculture does not deserve the bad labels and stereotypes it receives, as the times have shifted.