CHAPTER 5

CONCLUSION

This chapter summarizes the key findings of the study, highlighting the forms and types of bullying behaviors in *Valorant* gaming and their implications for player interactions and gaming culture.

5.1.   Conclusion

In conclusion The types of cyberbullying that is detected in Valorant gameplays are Flaming, Harassment, Denigration and Cyberthreats. With Flaming and Denigration as the most cyberbullying are evident in Valorant gameplay. In which has completed its study expectation on the various types of cyberbullying that exists in valorant. With 108 occurrences, denigration was the most common category, underscoring the widespread use of hurtful language and damaging stereotypes intended to undermine people's reputations or identities. With 89 occurrences, flaming which is defined as angry and inflammatory comments intended to intensify conflict was the second most prevalent kind of cyberbullying. 19 instances of harassment were found, which included using targeted, persistent remarks to threaten or humiliate players. Last but not least, there were just 6 recorded instances of cyber threats, which include overt threats of assault or injury.

A pattern of cyberbulllying that disturbs not just personal experiences but also the larger social fabric of the gaming community is highlighted by the frequency of flaming and denigration. These results are consistent with the goal of

the study, which was to investigate the many forms of cyberbullying in a socially engaging and fiercely competitive game such as Valorant. The distinction between the various forms of cyberbullying also emphasizes how some behaviors, even while they are accepted in the community, can develop into severe forms of abuse, making it difficult to distinguish between harmful interactions and appropriate gaming banter.

5.2.   Recommendation

It is expected that the findings and conclusions of the research will make theoretical, practical, and social contributions.

5.2.1. Theoretical

This study uses Willard's Taxonomy of Cyberbullying (2007) to define Flaming, Harassment, Denigration, and Cyberthreats in order to empirically demonstrate the frequency and classification of cyberbullying behaviors in Valorant gaming. The results show how useful Willard's framework is for methodically examining toxic player interactions and how well it works to comprehend the complex nature of cyberbullying behaviors in competitive gaming settings. Willard's theoretical framework, which divides cyberbullying into discrete types to address the psychological and social effects of online aggression, is supported by this study.

5.2.2. Social

This study reveals that tackling cyberbullying in gaming environments like Valorant needed a structured approach based on Willard's Taxonomy of

Cyberbullying, which categorizes cyberbullying into Flaming, Harassment, Denigration, and Cyberthreats, emphasizing the need for targeted interventions and education. This study suggests that gaming companies, community moderators, and educational institutions can use frameworks like Willard's Taxonomy to combat online toxicity. These strategies include awareness-building, informed reporting, and fostering positive social norms, ultimately contributing to a healthier and more respectful online gaming culture.

5.2.3. Practical

The study highlights the unique types of cyberbullying practices in online gaming, particularly in Valorant's competitive setting. Cyberbullying is more dynamic and widespread due to real-time interactions and anonymity on online platforms. Toxic behaviors like flaming, harassment, and denigration often appear as players incite disputes. Effective measures to combat cyberbullying in gaming can promote healthier online communities, lower player attrition from toxicity, and support the long-term viability of competitive gaming ecosystems. The findings can be used as a starting point for further research on cyberbullying in online games, focusing on in-game mechanics, anonymity, and cultural differences.

5.2.4. Limitation

An attempt has been made to guarantee a representative and well-balanced sample of text-based interactions from Valorant gameplay. By using descriptive quantitative as the main technique and methodically coding and classifying textual data in accordance with Willard's Taxonomy of Cyberbullying (2007), the

research goal was accomplished. The prevalence and dynamics of cyberbullying in competitive gaming environments were better understood thanks to this method, which made it possible to identify and categorize behaviors like flaming, harassment, denigration, and cyberthreats. Nevertheless, the research process has certain limitations:

1. The researcher's time to do descriptive quantitative was limited due to time restrictions, which means with more time to analyze the field the researcher may find a different outcome on which cyberbullying is detected.