

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### **5.1 Conclusion**

In conclusion, the film *The Princess Switch* expresses the emotion of happiness more. The results of the study, the authors found literal, non-literal to express happiness like hyperbole and simile figurative language. In addition, the writer does not find all kinds of happiness only a few parts to be expressed in this film.

The writer concludes that the ways used by the influential characters in this film express happiness. The writer uses the theory of vocabulary in English based on the theory of McLaren(2013) and the writer also concludes the types of happiness expressed by the characters in this movie, the writer uses the theory of Murray(2014), The results of this study the writer found three types used to express expressions of happiness, they are Intellectual, Social, and Vocational.

Furthermore, non-literal expression in figurative language, such as hyperbole and simile can be included in the data. Hyperbole and Simile can be given information above movie, which usually used several sentences to strengthen the character's conversation in the movie. The writer has research conclusions about happiness in a movie.

#### **5.2 Suggestion**

In this chapter, the research are discovered emotional expression in the movie "*The Princess Switch*." The writer chooses an easier to understand emotion, namely happiness to be expressed in a film. The writer also wants the audience to understand

the research intent and purpose. The writer employs research that has a positive impact on the advancement of linguistic studies, particularly in the expression of emotions and knowledge development.

Finally, the writer found that there are many ways to express the emotion of happiness besides directly in the film using speech. The writer also suggests that future researchers should pay more attention to variations in basic emotional expressions in life. In addition, readers analyze emotional expressions not only in movies but also all items in linguistics such as watt pad, comics, novels and others.