## **CHAPTER V**

## **CONCLUSION**

This research comes to the conclusion that *Room* by Emma Donoghue presents imagery through simile and metaphor in knowing the real world. I conclude that Emma Donoghue shows many ways to communicate with people, especially with kid. She also represents the kids that have their own imagination and have own perspective about life. Emma Donoghue illustrates that the combination between imaginative world and reality can be constructed in the same situation. By using imaginative world to explain something, adult can combine the real situation with the imaginative situation to illustrate that to the kid. It will be easier for kid to recognize the situation. I also associate the used of imagery through simile and metaphor to help children in recognizing the situation.

I have found some of conversation that consists of simile. It is used by Ma to reach Jack's understanding on their conversation. Some of similes that I found are cyborg, bird, rat in the wheel, robot, and people in a book. Those are created by Ma to tell Jack about outside of the Room. Mostly, Ma uses that to avoid arguments and to enhance Jack's understanding. This simile also shows Jack's reaction by using simile. it mostly shows that Ma can reach her goals in conversation. Some of metaphor that I found are Alice in Wonderland, Mermaid story, blue, star, and Dora's map. Ma uses metaphor in reaching her goal to enhance Jack's understanding about condition outside of the Room.

I also conclude several discussions of imagery in knowing the world. Firstly, Emma Donoghue uses Children's Literature to compare the imaginative condition and the real condition, she uses Alice in Wonderland and Mermaid story to tell about the outside condition to Jack. It mentions other literary works to express same situation. Secondly, Emma Donoghue uses technology from children's Toy (Cyborg, robot), animal (Rat, bird),

