CHAPTER V
CONCLUSIONS AND RECOMMENDATIONS

5.1 Conclusion

Based on the results of research on RMSI social interactions on the VRChat platform, it is known that. The VRChat platform provides superior mobility compared to 2D platforms. VRChat with a 3D system provides users with the opportunity to interact as if they were in the real world. By using the device and VRChat for a period time, does not give an serious harm to the user in psychology but rather improve their inner self. VRChat users usually rather not take an mockery very serious because they realise it's a Digital world. The VRChat environment display also does not have a negative impact on its users. The average time spent by a VRChat user is about an hour. The type of communication used is verbal communication. However, social interaction on this platform provides a great opportunity for users to deceive their identity, despite being anonymous. Interactions that feel real thanks to complete mobility provide a great opportunity for fellow VRChat users to build bonds on the platform. VRChat users' RMSI social interactions do not affect their social interactions in the real world. VRChat can also be utilise as therapy facility and media since it can complement each other so well, it can be used to stitch users problem and conflict in real world to the environment of VRChat.

5.2 Suggestion

Based on the research results, researchers suggest:

1. For VRChat Users

It is recommended for VRChat users to make wise use of superior mobility and 3D environmental viewing. Even though playing for a long time does not have a serious impact on the psyche, it is important to maintain balance and avoid addiction. Users also need to be careful of potential identity fraud that can occur in social interactions on this platform. Therefore, it is recommended to maintain personal integrity and not manipulate identity in RMSI social interactions. While users can build strong bonds in VRChat, it is important to recognize that these interactions do not always reflect the real world, so it is necessary to maintain a balance between the virtual and real worlds.

2. For Further Researchers

Suggestions for further researchers can focus on the security and ethical aspects of platform use. The importance of understanding the potential risk of identity fraud in the metaverse needs to be detailed and explained further, so that solutions or guidelines can be designed to overcome this problem. Additionally, future research could examine the long-term impact of intensive social interactions in VRChat on users' psychological well-being, involving parameters such as levels of life satisfaction, stress levels, or behavioral changes. This can provide deeper insight into the implications of using the VRChat platform in the long term. The results of this research also can serve as a basis for further research on social dynamics in the metaverse and its influence on society's social interactions more broadly, paving the way for a deeper understanding of the role of the metaverse in technological and social developmen