THE GAMERS' UNDERSTANDING OF THE BASIC PRINCIPAL OF MOBILE LEGEND'S GAME SLANGS.

A Thesis Presented as a Partial Fullfilment of the Requirement to Obtain the Bachelor Degree in the English Linguistic Study Program



ENGLISH DEPARTMENT FACULTY LANGUAGE AND ARTS SOEGIJAPRANATA CATHOLIC UNIVERSITY SEMARANG

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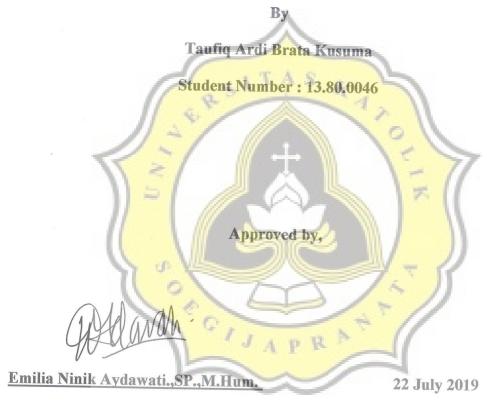


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A THESIS ON

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ABSTRACT

Slang is a hidden language that is used to disguise certain intentions. In mobile

legend game there are also slang words used. This study is aimed to investigate

how well the contexts (pictures) help Mobile legend players' understand slang

words used in Mobile Legend. This study was conducted by distributing closed-

ended questionnaire consisting of 25 slang words without pictures and 25 with

pictures to 30 male students Faculty of language and Arts Soegijapranata Catholic

University, Semarang. The students who play Mobile Legend as their participants.

The results of the participants were selected of the research showed that there are

6 out of 25 slang words that can be answered more by Mobile Legend players.

The same number of the participants could answer 19 slang words. This means

that contexts in this case the pictures help the participants to answer the

questionnaire.

Keyword: online game, slang words

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ABSTRAK

Slang adalah bahasa tersembunyi yang digunakan untuk menyamarkan niat

tertentu. Dalam game legenda ponsel ada juga kata slang yang digunakan.

Penelitian ini bertujuan untuk menyelidiki seberapa baik konteks (gambar)

membantu pemain legenda Mobile memahami kata-kata slang yang digunakan

dalam Mobile Legend. Penelitian ini dilakukan dengan membagikan kuesioner

tertutup yang terdiri dari 25 kata slang tanpa gambar dan 25 dengan gambar

kepada 30 mahasiswa laki-laki Fakultas Bahasa dan Seni Universitas Katolik

Soegijapranata, Semarang. Penulis memilih siswa yang memainkan Mobile

Legend sebagai subyek penelitian. Hasil peserta yang dipilih dari penelitian

menunjukkan bahwa ada 6 dari 25 kata slang yang dapat dijawab lebih banyak

oleh pemain Mobile Legend. Jumlah yang sama dari peserta dapat menjawab 19

kata slang. Ini menunjukkan bahwa gambar membantu peserta menjawab

kuesioner tersebut.

Kata kunci: online game, slang words

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