THE PHENOMENA OF DotA’S POPULARITY
IN SEDES SAPIENTIAE SENIOR HIGH SCHOOL

A THESIS

by

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SOEGIJAPRANATA CATHOLIC UNIVERSITY
SEMARANG
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ABSTRACT

*DotA* is a role paying strategy game made by Eul, and was resumed by Guinsoo. In this game, players can choose sides and heroes. There are two sides in this game, the sentinel and the scourge and 108 choices of heroes that can be chosen. *DotA* is a product of popular culture that grows and gains its popularity overtime. This thesis analyzes the phenomena of *DotA*’s popularity in Sedes Sapientiae Senior High School using popular culture theories. In this thesis, the data from the questionnaires will be shown as a chart. The data was taken from a hundred male students in grade ten in Sedes Sapientiae. The writer found that *DotA* is a popular game among the students in Sedes Sapientiae.