

A SEMANTICS STUDY OF ENGLISH REGISTER USED IN A WAR GAME



RESEARCH PAPER

**Submitted as a Partial Fulfillment of Requirements
for Getting Bachelor Degree of Education
in English Department**

by:

ACHMAD THOHARI
A.320040356

**SCHOOL OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA
2010**

CHAPTER I

INTRODUCTION

A. Background of the Study

The use of the language related with ones occupational is called register. Register is the range of vocabulary, grammar, etc used by speakers in particular social circumstances or professional contexts. Purnanto (2002: 12) states that the uses of language which is marked by the vocabulary election and appropriate with profession in society is called register. Chaer (1995: 90) explains the English variation have variation with the user function. So, a register is a subset of a language use for particular social setting.

There are many professions of people in life, although they life in the same society. There are doctor, pilot, teacher, etc. For example the doctor uses their own vocabulary to communicate with their colleagues, where it cannot be understood by the other community. So, it can be said that each profession has its own register in their communication.

In this research, the writer discusses the English register used in a war game. The advancement of modern technology produces the sophisticated goods like a computer, notebook, DVD player, disk portable, etc. Play station (PS) is a kind of DVD player for game which is very popular in the world. It provides many games such as sport, adventure, war, etc. War is one of games that use a particular language in every mission that need to know.

In accordance with meaning, Larson (1988: 271) pointed out that in analyzing a meaning, it needs to make a distinction between the lexical meaning and contextual meaning. Besides that, the writer employs Poedjosudarmo theory (in Imama, 2002: 13) to analyze the change of meaning. To give more understanding many examples are presented bellow:

“Cover me”

According to the context uttered in the data, the meaning of *cover* has changed into the new different meaning. Lexically, *cover* means *wrapping for something*, meanwhile in the context of a war game, the word *cover* refers to *protection for players*. Based on those change of meaning, the real meaning of word *cover* is broader than the new meaning.

“Area is clear”

The form of the utterance above is declarative sentence, because the subject and predicate have normal word order and has function as statement. It uses noun *area* as the subject, verb *is* as the predicate and *clear* as the complement. The real meaning of *clear* has changed into the new different meaning. Lexically, *clear* means *obvious or clean*, meanwhile in the context of a war game, the word *clear* refers to *empty*. Based on those meaning, the new meaning and the real meaning of *clear* is identical and the real meaning is narrower than its new meaning.

Based the phenomena, the writer is interested in conducting further research of register relates to a war game entitled **A Semantics Study of English Register Used in a War Game.**

B. Previous Study

The writer realizes that this research is not the first study in analyzing register. To prove the originality of the research, the writer will show the previous study that deals with this research. The researcher is Setyoningsih (UMS, 2001) with a research entitled *A Descriptive Analysis of English Register Used by Drug Consumers in Surakarta*. Her research result show that 2 words as abbreviation, 1 word as a acronym, 3 words as a clipped words, 1 phrase as a noun, 1 phrase as a adjective, 5 words as a hybrid of pronunciations and spelling (naturalization), 3 words that included as a metaphoric, 5 words as a denotative meaning and 4 words Indonesian language.

The second research was done by Sulistyani (UMS, 2006), with a research entitled *An Analysis of Register Used by Car Services Center in Surakarta*. Her research result show that 12 words as a noun, 18 words as a verb, 5 words as a adjective, 2 phrase and three 3 abbreviation and it also consisted of six categories of meaning based on the definition made by car service center. The meanings are 9 items: that the registers are narrower than the real meaning; 9 items that the registers are real meaning than some feature; 4 items that the real meanings of registers are the same with real meaning, 9 registers meaning or real with the real with the real meaning; and 9 register don't have the real meaning.

From the previous research, the writer is sure that this study has not been analyzed yet. Therefore, he is going to analyze the English register used

in a war game and to continue the previous research on register. In this research, the writer is going to do the similar research but in different scope in which the subject is semantics study of register used in the war game.

C. Problem Statement

Based of the background of the research above, the research problems are formulated as follows:

1. What is the language forms of English register used in a war game?
2. What are the lexical meaning and the contextual meaning of English register used in a war game?

D. Objective of the Study

Based on the formulation of the problems mentioned above, the aims of the research are

1. To identify the language forms of English register used in a war game.
2. To elaborate the lexical meaning and the contextual meaning of English register used in a war game.

E. Limitation of Study

The researcher will analyze English register that used in war game viewed from the meaning (lexical meaning and contextual meaning) and the linguistic forms.

F. Benefit of the Study

After finishing this research, the writer hopes that this research has practical and academic benefits.

1. Practical Benefit:

- a. This study gives students a clear description about the meaning of each register used.
- b. The reader will have a new knowledge that is not given in a formal education particularly about English register used in a war game.

2. Academic Benefit:

- a. This study gives many vocabularies that has specific meaning that are included in a part of linguistics study.
- b. This study also gives the new knowledge about the language that used in the war game.

G. Research Paper Organization

The writer divides this research paper into five chapters. They are as follows.

Chapter I is introduction. It consists of the background of the study, problem statement, objectives of the study, benefit of the study, and research paper organization.

Chapter II presents review of related literature. It consists of previous study, the notion sociolinguistics, the notion of semantic, and the notion of register, language variations, and the linguistics form.

Chapter III is the research method. It deals with types of research, subject of the study, object the study of, data and data source, method of colleting data, and technique for analyzing data.

Chapter IV is research finding and discussion. The research finding consists of language form of register used in war game and the meaning of register in war game.

Chapter V is conclusion and suggestion.