

CHAPTER I

INTRODUCTION

A. Background of Study

Communication is necessary for human to the people that having conversation from written or spoken in order to get an information in social life. One of the communication is a game. Nowadays, game is very popular in the world. All of ages can access it in every connection. Besides that, game has many features that can make the player interested to play it. In this era, everyone can access game by their phone cell or Pc. There are many function of the game for everyone. Such as education, motivation, soft skills, life skills, and many others. The language features on game is very simply and the player understand about what instructor say in the display. For example is Cooking Academy game season 2 is world recipe. This is game about cooking education. The player must understand with the instructor about recipe that will cook.

In this study, the researcher uses the Systemic Functional Linguistics (SFL) approach. Systemic Functional Linguistics (SFL) is the study about relationship between language and functions. It is similar with SFL, Systemic Functional Grammar, Hallidayan linguistics, and Systemic Linguistics. Systemic Functional Linguistics (SFL) was developed in 1960s by British linguist Halliday (1925). SFL only focuses on how constructs a meaning. It considers context and social network to determine the meaning. It order to explain language in actual use and to investigate the connection between text and context. In SFL, there are three components of meaning. The term of “meta function” which includes three language function namely ideational meaning, interpersonal meaning, and textual meaning (Halliday & Matthiessen, 2014: 211).

In Systemic Functional Linguistics (SFL), there are fundamental components of meaning, called Meta function. According to Halliday (1985:13), fundamental components such as ideational meaning, interpersonal meaning, and textual meaning.

Ideational meaning is the first Meta function. Ideational meanings are about phenomena, about things, about goings on and circumstances. Ideational meaning using transitivity analysis and consist three elements namely: participants, process, and circumstances (Gerot & Wignell, 1994:11).

Interpersonal meaning is the second Meta function. Interpersonal meanings are meaning that expressing by the speaker from the attitude and judgments. Interpersonal meaning usually using mood system and modality. Mood system has fifth elements, namely: subject, finite, predicator, complement and adjunct. In the other hand, modality or called types of mood, can be divided into three, namely: 1. directive mood; 2. interrogative mood; 3. imperative mood (Gerot & Wignell, 1994:12).

The textual meaning is the third Meta function. Textual meaning are meaning that expressing the relation of language to environment. In this section include verbal, nonverbal and situational environment. Textual meaning consists theme and rhyme. (Gerot & Wignell, 1994:13). According to Halliday (1985:38) Theme is “the element for serves as the point of the message. In addition, Danes (1964:225) also explain the definition of theme is the element that placed in the beginning of the sentence. Besides that, the rhyme is the constituent of the sentence. For the example of theme and rhyme: theme is the subject and the rhyme is sentences are behind the subject.

The study of functional analysis has been conducted by the previous research, such as by Oktawati Utami Hajar from Muhammadiyah University of Surakarta (2018) entitled “Transitivity Analysis “The Little Frenchman And His Water Lots” by George Pope Morris. Then, Sri Debby Eka Lestari from Muhammadiyah University of Surakarta (2019) entitled “Lexicogrammar Analysis of Clauses in Channel 4 News “Thailand Cave Rescue: All Boys Saved How They Did It”. And the last researcher is conducted by Ambar Jati from Muhammadiyah University Surakarta (2016) entitled “Functional Analysis of Narrative Texts in Elementary School Textbook Fly with English”. The research used ideational meaning with transitivity elements system. The researcher mentioned are the previous research with this research is has the

similar topic of the study. But the different is from methods and the object of the research. The researcher revealed interpersonal meaning and ideational meaning metafunctions. The research aims to describe the study in the scope SFL. That is meant by functional analysis refers to metafunctional analysis of clauses within the communication which occurred in the Game. The relation of functional analysis with mood structure and transitivity system is to understand the meaning of the text which is shown by the table analysis.

In this research the researcher uses game to be the data analysis and data source. The reason why the researcher chooses game to be the data analysis and data source on my research paper is from the researcher's hobby. The researcher's hobby is playing game, in PC or android. The game is Cooking Academy 2: World Cuisine. Cooking Academy is the game has a setting in the kitchen. When you play and enjoy, you will imagine like a chef. In this game, you can cook and practice from recipe by instructor in the game to be good taste in cooking. Cooking Academy 2: World Cuisine is a next season from the first. The difference is, this game will put you in the kitchen restaurant from all the corners of the globe. There are Chinese BBQ Pork Buns, Mexican Tamales and Japanese Sushi. There are sixty unique recipes in this game with eight countries: China, Italy, America, India, Thailand, Mexico, Japan, and France.

The researcher chooses this game because in this game is found many clauses in each of the level and it is interesting to be analyzed. The researcher will analyze the clauses that are found in the game revealed interpersonal meaning Meta function with mood and transitivity system and also to know what the instructor means in this game. The researcher takes a sample the clause from the game. For example:

We have many renowned chefs from around the world.

We have many renowned chefs from around the world

Subject	Finite	Complement	Adjunct
---------	--------	------------	---------

Mood		Residue	
Participant Token	Process : Relational Identifying Process	Value	Circumstances of Place

In the sample above, the researcher wants to explain to the player about what the instructor means in the game. The category of clause is independent clause, the clause “We have many renowned chefs from around the world” is declarative mood. By the category of mood, it can be identified as declarative mood from the words “we have many renowned chefs”. It means the host on game to inform the player. During play this game, the host will introduce many renowned chefs or instructor from other countries to guide and learn how to cook the cuisine. If the clause is analyzed using transitivity system, the word “we” refers to the host and instructor of game. It has the role as the participant called token which is identified in the clause. The relational identifying process is the process by the participant, it is shown by the word “have”. The function of the process is explained by what they present on this game. The word “from around the world” has role as the circumstances of place. It means the renowned chefs of the game is the expert of cuisine in their countries.

Based on that reasons, the researcher will analyze the clauses that is found in *Cooking Academy 2: World Cuisine* by using Systemic Functional Linguistics (SFL) approach. It reveals interpersonal meaning with mood structure to identify what the category of mood that using in this game and ideational meaning with transitivity system to examine the components and functions. It will be presented in the research paper entitled: *Functional Analysis of the English Used in Game “Cooking Academy 2: World Cuisine”*.

B. Problem of Statement

The researcher does this analysis in order to find the answer for some questions bellows:

1. What are the categories of mood used in Game Cooking Academy 2: World Cuisine?
2. What are the components and functions of transitivity system in Game Cooking Academy 2: World Cuisine?

C. Objectives of the Study

There are two objects of study that want to be achieved by the researcher in analyzing *Game Cooking Academy 2: World Cuisine*, as follows:

1. To identify the category of Mood used in Game Cooking Academy 2 : World Cuisine.
2. To examine the components and functions of transitivity system in Game Cooking Academy 2 : World Cuisine.

D. Limitation of the Study

In this study, the researcher focuses on analyzing the clauses that are found in *Cooking Academy 2: World Cuisine* by using Systemic Functional Linguistics (SFL) approach. It focusses on mood and transitivity analysis to know what the instructor means in this game.

E. Benefit of the Study

The benefit of the study is consists of two benefits, there are:

1. Theoretical Benefit

This study consists of the theory of SFL (Systemic Functional Linguistics). Especially, it reveals interpersonal meaning with mood structure to identify what the category of mood that using in this game, ideational meaning with transitivity system to analyze the clause in game, what the instructor mean in this *Game Cooking Academy 2: World Cuisine*.

2. Practical Benefit

a. For the researcher

This study will present the theory of SFL (Systemic Functional Linguistics). There are interpersonal meaning with mood structure to

identify what the category of mood that using in this game and ideational meaning with transitivity system to analyze the clause in game.

b. For other researcher

This study can be reference to the reader that interesting to research about SFL (Systemic Functional Linguistics) approach. The difference, the other researchers can use this but with different object data analysis.

F. Research Paper Organization

CHAPTER I is introduction. It consists of background of the study, problem statement, objective of the study, limitation of the study, benefit of the study, and research paper organization.

CHAPTER II is underlying theory. It consists of previous study, SFL, Meta function, ideational meaning and interpersonal meaning, and game cooking academy 2: world cuisine.

CHAPTER III is research method. It consists of type of the study, object of the study, data and data source, data collection, and technique of the data analysis.

CHAPTER IV is analysis, finding and discussion. It consists of data analysis, finding and discussion

CHAPTER V is conclusion. It consists of conclusion and suggestion.