

**AN ANALYSIS OF DEROGATION USED IN CHARACTERS
CONVERSATION IN GAME
GOD OF WAR 2018**

A THESIS

**Presented in a Partial Fulfillment of Requirements for Completing the
Sarjana Degree in Department of English Literature**



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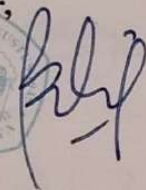
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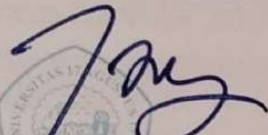
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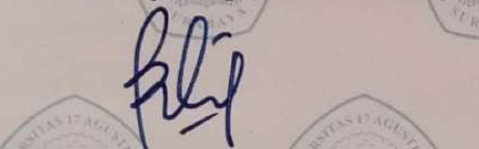
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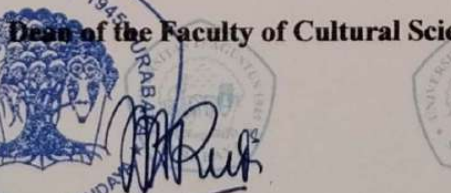
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ACKNOWLEDGEMENT

I would like to express my highest gratitude and appreciation to all those who have helped and supported me during the completion of this thesis. First and foremost, I am very grateful to my advisor, Mr. Bramantya Pradipta, for his guidance, invaluable insight and constant encouragement. His expertise and patience have played an important role in shaping the direction of this research and improving its quality. I am truly lucky to have the opportunity to work under his supervision.

I am indebted to my father Slame Riyono and my mother Mira Dewi for their unwavering love, encouragement and understanding during this journey. Their faith, encouragement, and constant understanding of me has been a source of strength and motivation. I thank them for their sacrifice and for always being there for me.

I would also like to express my appreciation to my friends Billy Ikhlas Mulia, Daniel Gracia Maliangkay, Iqbal Dwi Kurniawan, Muhammad Safrin and other colleagues who have provided me with support, encouragement and insightful discussions. Their presence made this research trip even more enjoyable and memorable.

Finally, I would like to thank all those who have helped in the completion of this thesis. Your support, guidance and encouragement has been invaluable, and I am so grateful for all the help I have received.

Surabaya, 16 Juni 2023

Advent Ardha Wirana

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ABSTRACT

Conversations could also be found in entertainment media such as movies, video games, music, and other forms of media. Character interactions in a game could significantly impact the plot, gameplay, and overall enjoyment. Dialogue that denigrated or humiliated other people or particular groups could be found in both movies and video games. The purpose of this research was to identify the kind of derogation functions used and the kind of discursive moves in the game *God Of War 2018*. This research used a descriptive qualitative method. The data collection was done by selecting every word that referred to the word derogation, classifying it into discursive move categories and determining the function, and then analyzing by using Critical Discourse Analysis of positive self-presentation and other negative presentations by Teun A. Van Dijk. This research showed that in the game *God Of War 2018*, there were nine types of discursive moves, namely actor description, authority, empathy, self-glorification, and polarization Us-them categorization, norm Expression, populism, and example or illustration utterances. And then there were eight types of Derogation Functions, namely expressing Anger or irritation criticizing, delivering information, showing distaste, insulting or taunting, satirizing, accusing or blaming, and showing evidence.

Keyword: *Critical Discourse Analysis, Derogation, Game, God Of War 2018*