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

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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.
Keywords: Critical Discourse Analysis, Derogation, Game ,God Of War 2018

INTRODUCTION

Conversation is a form of verbal interaction between two or more individuals that involves the exchange of information, ideas, and opinions. Fairclough (1992) links the conversation with CDA in his concept of "Multidimensional Critical Discourse Analysis". Fairclough (1992) argues that conversational discourse is one of the three main dimensions of analysis, along with the text dimension and the social practice dimension. In the analysis of conversational discourse, Fairclough (1992) emphasizes the importance of understanding the role of power and ideology in verbal interaction. In addition, expert frequently link conversation to language as a crucial component of verbal exchange and human communication. According to Hymes (1972), linguistics developed the concept of language competence," which consists of seven components, one of which is social competence. Hymes (1972) also argues that conversation is a place where social competence in language is displayed and language is used to achieve social goals and interact with others. CDA is a theoretical and methodological approach used in text analysis and social practice to uncover and understand the relationship between language,

power, and ideology in society(Wodak & Meyer, 2011). According to Wodak (2011), CDA is an interdisciplinary approach that combines elements from linguistics, sociology, political theory, and other social theories to study language in a broader social and political context. Wodak (2011) stresses that the CDA focuses on the critical analysis of language and texts in a society dominated by power inequality. In his view, language is not only a means of communication but also a powerful means of influencing the thoughts, beliefs, and behaviors of individuals and groups. According to Van Dijk (2006), CDA studies the relationship between language, power, and ideology in social and political contexts. One of the concepts developed by Van Dijk in CDA is the concept of derogation, which refers to the efforts of a person or group to humiliate or defame other people. In the context of derogation, Van Dijk (2006) proposes that the use of positive self-presentation and negative other presentation strategies is often used to strengthen a dominant position or strengthen discrimination against certain groups. Derogatory language is not always appropriate or socially acceptable in conversation. Language that is demeaning or disparaging can lead to conflict, friction, and harm to relationships with others. It's crucial to encourage respectful and understanding conversation by adopting respectful language that avoids being patronizing (Van Dijk, 1993). According to Van Dijk (1993), Due to societal domination or prejudice, derogatory or marginalizing language is frequently used in speech. He draws attention to the ways that speech and language patterns can be used to support oppressive systems, marginalize groups of people, or disparage specific people or organizations. Van Dijk (1993) shows that marginalization can occur in several ways, such as by using negative stereotypes, applying prejudice, or expressing discriminatory attitudes in the language used in conversation. He emphasized that the use of derogatory language not only affects individuals personally but also reinforces unjust social structures and perpetuates social inequality. The discursive strategy is how the discourse is created and how it affects the reader of the book, including how it uses speech to marginalize the minority and uphold the dominance of the majority. There are two discursive strategies: negative other-presentation (derogation) and positive self-presentation (euphemism) (Van Dijk, 2006). According to Anne in Degaf (2014), negative other-presentation is humiliated, disrespect, disgrace, underestimate other people, and see them as inferior. While positive other-presentation is spoken up by using sweet words that give a good impression, those two discursive strategies are materialized through some discursive moves, such as actor description, authority, burden, empathy, evidentiality, humanitarianism, implication, number game, norm expression, and disclaimer, etcetera (Van Dijk, 2000). Conversations can also be found in entertainment media like movies, video games, music, and other forms of media. Conversation character in a game can significantly impact the plot, gameplay, and overall enjoyment. Dialogue that denigrates or humiliates other people or particular groups can be found in both movies and video games According to Van Leuwen (2008), derogation can be seen in film or game dialogues through the use of words or expressions that humiliate or embarrass certain characters, especially if these characters represent a minority group (Van Leeuwen, 2008). The use of derogation in character dialogue in games can be used to build a stronger character or highlight the weaknesses of other characters. For example, a character in a game may use demeaning language or criticize another character in order to demonstrate their superiority in the game. "God of War" released in 2018 is an action-adventure video game developed by Santa Monica Studio and published by Sony Interactive Entertainment. This game is a sequel to the previous "God of War" series, which follows the adventures of the main character named

Kratos in a world of Norse mythology. "God of War" 2018 has a theme that is often related to violence and epic battles and when conversations appear that contain derogations that aims to intimidate other characters and also build a storyline in the game "God Of War" 2018.The combination of positive self-presentation and negative other-presentation strategies in the context of derogation can be used to strengthen domination and create hierarchical differences between groups in power and groups that are humiliated. Through the use of degrading language, those in power can maintain their advantage and justify discriminatory actions against other groups. Based on the explanation above, the researchers analyze a derogation used by the game "God Of War" 2018 for research because by investigating it new findings will be obtained. This research is expected to contribute broad knowledge and deep understanding of derogation. In addition, it is desirable to provide more information about the selected word to avoid derogatory comments. This study carries several theories that are applied to the previous studies above. Based on the explanation above, the researchers analyze a derogation used by the game "God Of War" 2018 for research because by investigating it new findings will be obtained. This research is expected to contribute broad knowledge and deep understanding of derogation. In addition, it is desirable to provide more information about the selected word to avoid derogatory comments.

LITERATURE REVIEW

Critical discourse analysis according to Teun A. Van Dijk is an analytical approach that focuses on the critical study of discourse and the power contained therein(Van Dijk, 1993b). According to Van Dijk, discourse is not merely an objective representation of reality, but also reflects and influences social relations, ideology and power structures in society. He believes that understanding discourse is important for revealing the ways in which discourse is used to maintain or change existing social relations. In critical discourse analysis, Van Dijk emphasizes several important aspects, namely discourse structure, social context, cognitive structure, criticism and ideology.

DEROGATION IN DISCOURSE ANALYSIS

In the context of discourse analysis, the term "derogation" refers to a rhetorical tactic intended to denigrate or humiliate an individual or group. Derogation can take many forms, including the use of disparaging words or phrases, derogatory jokes or innuendo, negative stereotypes, and bias against particular groups. According to Teun A. van Dijk, derogation is a strategy in critical discourse analysis that is used to discredit or demean other parties in a discourse or conversation(Van Dijk, 1993a). The idea of derogation refers to actions taken by an individual or group to attain superiority or dominance over other parties by undermining their worth, knowledge, or credibility. In the context of derogation, Van Dijk emphasized that the use of positive self-presentation and negative other presentation strategies is often used to strengthen a dominant position or strengthen discrimination against certain groups (Van Dijk, 2006). Positive self-presentation refers to the efforts of an individual or group to build a favorable or superior self-image. In the context of derogation, Van Dijk emphasized that the use of positive self-presentation and negative other presentation strategies is often used to strengthen a dominant position or strengthen discrimination against certain groups (Van Dijk, 2006). Positive self-presentation refers to the efforts of an individual or group to build a favorable or superior self-image.

Discursive Move

Derogation and euphemism are materialized through somediscursive moves, such as actor description, authority, burden, empathy, evidentiality, humanitarianism, implication, number game, normexpression, disclaimer, consensus, example/illustration, fallacies, lexicalization, self-glorification, negative other-presentation, polarization, Us-Them categorization, populism, reasonableness, and victimization (Van Dijk, 2000).

Actor description

As a result, actors can be classified as individuals or as members of groups, by first or last name, job title, or group name, as specific or general, by their actions or (said) characteristics, by their standing or relationship to others, etc.

Authority

In an argument, many speakers or writers have the option of citing authority to bolster their claims. Typically, these are organizations or individuals that are above the fray of party politics, or who are widely regarded as specialists or moral leaders. International organizations, academics, the media, the church, or the courts are examples of people or groups that frequently play this function.

Burden

Argumentation frequently rests on a variety of common arguments, which serve as premises that are assumed to be true, obvious, and sufficient grounds for accepting the conclusion.

Emphaty

The act of expressing empathy may be largely strategic and serve to control how the speaker or writer is perceived by the audience. Additionally, the reader or listener will feel empathy because the word "but" is used as a hint for this discursive shift.

Evidentialy

A claim or point of view in an argument is made more believable by providing evidence to support one's knowledge or viewpoint. It can happen through citing authorities or institutions, or by using several types of proof: How or where did he/she obtain the information.

Humanitirism

Defending human rights, criticizing those who do so, and developing broad standards and principles for treating people with compassion are all important. We may also classify the argument as a topos because it may be a well-known, identifiable approach (much like law and order would be one for the right).

Implication

For a variety of practical reasons, speakers are not required to express everything they know or think. In fact, a large portion of the discourse is still left unstated, and the recipient can infer the indicated information from shared attitudes or knowledge, and it can then be built into their mental models of the events or acts shown in the discourse.

Number game

In modern society, utilizing statistics and data to demonstrate objectivity is the main strategy. They stand up for the truth in opposition to mere impression and opinion.

Norm expression

Strongly normative anti-racist rhetoric denounces racism, discrimination, prejudice, and anti-immigration laws in often explicit norm-statements about who or what "we" are.

Disclaimer

Expression's submission for denying the viewpoint in the conversation.

Consensus

Claims that specific parties have agreed or made a decision.

Example/Illustration

It is a good idea to back up your arguments with specific examples, frequently in the form of sketches or anecdotes that explain or clarify the speaker's or writer's primary points. Concrete examples have the capacity to be easier to understand and easier to recall than broad truths, and they can also propose types of scientific data that support.

Fallacies

Fallacies, or normative violations of the right argument, are frequently used in discussions over distinct points of view and ideas. It can be in reference to any aspect of an argumentation event, such as the premise's nature, how it relates to the conclusion, how the speaker and audience interact, etc.

Lexicalization

At the local analysis level, expressing the ideas and underlying assumptions in some lexical concerns is necessary. The same meaning can be communicated differently in different terms depending on position, role, purpose, point of view, or the speaker's opinion as a result of context elements.

Self-glorification

Various forms of self-glorification: Positive references or praise for one's own country, its principles, its history, and its traditions can implement positive self-presentation.

Negative other presentation

Any level of analysis, including lexical and semantic phrases, is influenced by the general approach of derogation or negative other-presentation, which has been observed in speech regarding minorities and immigrants.

Polarization, Us-Them Categorization

The expressing of polarized cognitions and the categorical separation of persons into in-group (Us) and out-group (Them) are two semantic methods about Others that are used frequently. In addition to friends and allies and adversaries, polarization may also apply to good and evil, which are out-group subcategories. Additionally, when used as a stark contrast, giving to Us and Them traits that are semantically the complete opposites of one another may intensify the polarization rhetorically.

Populism

One of the primary tactics used by conservatives is populism. The approach has a few variations and basic movements. The fundamental tactic, which is also a well-known argumentative fallacy, is to assert (for example, against the Labour opposition) that "the people" (or "everyone") opposes further immigration.

Reasonableness

One common tactic used in argumentation is to demonstrate not only the validity of the arguments but also the speaker's credibility as a sensible and reasonable person. Because the maneuver is particularly pertinent when the argument itself may seem to imply that the speaker is illogical or biased, it also serves a role in overall techniques of positive self-presentation and impression management.

Victimization

In addition to Polarization, the binary Us-Them dyad of ingroups and outgroups dominates discourse on ethnic relations. This means that when Others are shown

negatively, especially when they are connected to dangers, the ingroup must be portrayed as the victim of such a threat.

METHOD

The research approach used by the researcher for this research was descriptive qualitative. Qualitative research, according to Denzin and Lincoln (2018) , refers to a form of inquiry that aims to understand the subjective meanings, experiences, and perspectives of individuals or groups. Denzin and Lincoln are leading scholars in the field of qualitative research, known for their contributions to qualitative methodology and the development of theoretical frameworks. For the first study topic, the researcher employed Van Dijk's theory of discursive moves. Before classifying the dialog, the researcher needs to analyze the dialog that has the explicit and implicit meaning, which is relevant to the derogatory remarks then classify it. The data source of this study is the utterances that show the derogatory remarks and discursive move in the dialog of God Of War 2018 game. God of War 2018 is an action adventure game developed by Santa Monica Studio and published by Sony Interactive Entertainment. This game is the sequel to God of War, which was released in 2018, and it follows Kratos and his son, Atreus, on their adventures in the world of Norse mythology. God of War 2018 still focuses on combat and exploration, with Kratos and Atreus battling the Norse gods and other mythological creatures. This section describes the way the research was done. In analyzing the data the researcher analyze the dialogue of each character in several steps. First, the researcher will look for dialogue characters that contain the word derogation. Second, From the data obtained, the researcher classifies the discursive move used in the dialogues on the characters and group them in tabular form. Researchers interpret data about discursive moves by using Van Dijk's theory.This section describes the way the research was done.

RESULT AND DISCUSSION

In this section, the researcher presented the discursive moves and the function of derogation found in Zootopia movie. From 30 conversations containing derogatory sentences found by researcher, the researcher found 8 discursive moves and 8 functions of derogation used in game God of war 2018. The discursive moves the researcher found in the cutscene, including: actor description, authority, emphaty, self-glorification, polarization us-them categorization, norm expression, populism, and example or illustration.

No.	Type Of Discursive Move	Total
1.	Actor Description	19
2.	Authority	1
3.	Emphaty	1
4.	Self-Glorification	4
5.	Polarization Us-Them Categorization	1
6.	Norm Expression	1
7.	Populism	1
8.	Example Or Illustration	2

Actor Description

The first example of derogatory comments in character-to-character conversations in God Of War 2018 occurs when Brook is questioned by Atreus about half of his talents.

Kratos: "Very well. I expect an improvement."
Atreus: "So where's the other half of the brand?"
Brook: "Oh, my dumb brother's got it. But I got all the talent. Look! Let's get to it! Try that on for size… What's it gonna be? Make you something? See if that don't shoot straighter than straight… Oh, you make up yer mind?"

The three characters in the dialogue are Kratos, Atreus, and Brok. Using Van Dijk's theory of derogation of positive self-presentation and negative other presentation, analyze this discussion. When asked by Atreus about half of his Brand, Brook responded with a rather long sentence containing several statements. He said, "Oh, my dumb brother's got it. But I got all the talent. Look! Let's get to it! Try that on for size... What's it gonna be? Make you something? See if that don't shoot straighter than straight... Oh, you make up your mind?" At first, Brook denounced his brother ("my dumb brother") and derogated the other presentation negatively. He also used the statement as an opportunity to promote himself and consider himself to have more talent ("But I got all the talent"). This is an example of positive self-presentation. In the dialogue above, the actor's discursive move of derogation according to Van Dijk can be seen in Brook's statement about his brother. He calls his brother "my dumb brother's". By portraying his brother in this way, Sindri seeks to diminish his brother's value and status in the eyes of Atreus and Kratos.

Authority

The second example of derogatory comments between character conversations in God Of War 2018 appears in the dialogue between Freya and Atreus.

Freya: "**I'll try but measures were taken to keep me trapped in Midgard**."
Kratos: "Why?"
Freya : "**The God don't care for me much**."
Atreus: "Is this it?"
Freya : "This temple has been asleep, underwater, for almost a hundred and fifty winters. It needs only the light of the Bifröst to reawaken."

Freya expressed herself using positive derogation self-presentation through her statement: "I'll try but measures were taken to keep me trapped in Midgard." This statement shows that he has the will and intent to do something, while indicating that there was an attempt to trap him in Midgard. Freya tries to portray herself as someone who faces hardships and obstacles, but tries her best to do it anyway. Freya also used negative other-presentation when she said, "The God don't care for me much." This statement indicated that Freya felt ignored or unnoticed by the gods. He blamed the gods for unfavorable situations or treatment for him. This can depict Freya as the victim or the one being wronged. This demeans the image of the gods in the dialogue. In the sentence that Freya said "The God don't care for me much." Freya uses discursive move authority to win her argument, which when arguing with Atreus Freya uses the word "The God" which shows the power of a god.

Emphaty

The third example of derogatory word in dialogue among character in game God Of War 2018 appears in dialogue during fight between Kratos and Atreus against Baldur and Freya.

Baldur: "How I feel? How I feel?! I spent the last one hundred years dreaming of this moment. I've rehearsed everything I ever wanted to say to you, every word, to make you understand exactly what you stole from me. **But now I realise… I don't need you to understand anything. I don't need you at all**."
Freya:" No! Back off, Kratos. This has nothing to do—"

Kratos: "This path you walk… vengeance. You will find no peace. I know."
Baldur: "You… I'll deal with you later. But family first."

The statement of Baldur's character shows an aspect of self-positive presentation. He conveys his personal feelings and experiences by using a strong and emotional style of language. He expressed how important this moment was to him after hundreds of years had passed. He expressed his excitement and anticipation before, and he explained how he had planned the words he wanted to convey. This dialogue also contains elements of other negative presentations. Baldur expressed dissatisfaction and anger towards his interlocutors, although he did not directly mention their names or identities. He felt that the interlocutor had stolen something from him and deprived him of his rights. In this dialogue, he shows a desire to express how angry he is at the interlocutor who "stole" from him. This indicates an attempt to put the interlocutor in a negative context. The discursive move that appears in the dialog is emphaty, because in the sentence "I've rehearsed everything I ever wanted to say to you, every word, to make you understand exactly what you stole from me. But now I realise… I don't need you to understand anything. I don't need you at all." When showing his anger Baldur used words "But But now I realise… I don't need you to understand anything. I don't need you at all "that evokes a sense of empathy for the listener.

Self-Glorification

The fourth example of derogatory comments in character-to-character conversations in God Of War 2018 appears in dialogue between Mimir and Kratos.

Mimir: "He doesn't know what you are…"
Kratos: "And I would keep it that way. Who are you?"
Mimir: "Me? **I'm the greatest ambassador to the gods, the Giants, and all the creatures of the Nine Realms. I know every corner of these lands, every language spoken, every war waged, every deal struck. They call me… Mimir! -smartest man alive, and I have the answer to your every question.**"
Kratos: "Why does the son of Odin hunt us?!"

In this dialogue, Mimir uses the strategy of derogation on positive self-presentation by describing himself as "the greatest ambassador for the gods, giants, and all beings of the Nine Realms". He prided himself on his extensive knowledge of the entire land and his expertise in languages, wars and treaties. It shows how Mimir tries to impress Kratos and place himself above everyone else. On the other hand, Kratos shows a negative other presentation by doubting Mimir's knowledge. He says, "He doesn't know what you are" to show doubt over Mimir's claim to be the "smartest person alive" who has an answer to every question. Kratos clearly downplays Mimir's knowledge and abilities with his comments. The discursive move of self-glorification can also be seen when Mimir declares himself as "the smartest person alive" and has answers for every question. It shows how Mimir raised himself and tried to earn Kratos' trust and approval.

Polarization Us-Them Categroization

The fifht example of derogatory comments in character-to-character conversations in God Of War 2018 appears in dialogue during the fight between Baldur and Kratos.

Kratos: "What do you want?"
Baldur: "Oh, you already know the answer to that."
Kratos: "Whatever it is you seek I do not have it. You should move on."
Baldur:" **Hahaha. And here I thought your kind was supposed to be so enlightened. So much better than us. So much smarter. And yet you hide out here in the woods - like a coward**."
Kratos: "You do not want this fight."

By saying, "And here I thought your kind was supposed to be so enlightened," Baldur employs a positive self-presentation and a negative other-presentation. "So much better than us.

So much smarter. And yet you hide out here in the woods - like a coward." Kratos and his "kind" are being encouraged to become more superior and intelligent, but Kratos is only hiding in his wood like a coward. The above statement highlights negative self-presentation toward Kratos and his crew while also emphasizing positive self-presentation for both Kratos and his crew. Polarization and the use of the "us-them" categorization in derogatory language are evident in the dialogue above. Baldur employs pejorative language to underscore the distinction between "them" and himself, referring to "your kind" to describe Kratos and his group. He makes an effort to place himself in a superior or better group "so much better than us", making fun of and insulting Kratos for belonging to "their" group.

Norm Expression

The sixth example of derogatory comments in conversations between characters in the game God Of War 2018 appears in the dialogue between Atreus, Sindri , and Kratos.

> *[The rain clouds begin to assemble…]*
> Atreus: (screams) **Yeah! We're sick of hearing about little people's little problems!**
> *[A thunder is heard.]*
> Sindri: Umm, alright… That hurt a little. Let's have a look at your gear then.
> *[They gear up and leave.]*
> Kratos: Why did you speak to the dwarf like that?
> Atreus: Aren't you sick of hearing about him and his brother?

In the dialogue above, Atreus uses the negative other presentation strategy of derogation against Sindri, the dwarf, by saying that he is tired of hearing about small people's problems. In this case, Atreus regards Sindri and his brother, Brook, as insignificant or irrelevant people. He showed disdain and downplayed their problems. This action depicts Atreus' attempt to show his superiority and indifference to Sindri and Brook. The discursive move that appears in the dialogue above is included in the discursive move norm expression because in the dialog "Yeah! We're sick of hearing about little people's little problems!". Atreus did not directly show his discrimination against Sindri in which Atreus discriminated against Sindri by ridiculing his race for having a short body.

Populism

The sixteenth example of derogatory comments in conversations between characters in the game God Of War 2018 appears in the dialogue between Mimir and Atreus.

> *[They go to the mountain, on top of which are the gates to Jötunheim.]*
> Atreus: Mimir… If you knew all along that we were gods, why come up with that story about Odin trying to follow us to Jötunheim before we get there, or whatever? Isn't it a lot simpler if they want us dead because we're gods, and they think we're a threat?
> Mimir: I suppose we can't rule it out. But Odin's ways are subtle and his purposes are-
> Atreus: (impatiently) **Ugh, enough about Odin and his whole stupid family.**
> *[They walk up the stairs to the peak of the mountain. Peals of thunder are getting louder. A piece of rock breaks off and falls right in the path of the heroes.]*

Atreus makes a negative other presentation towards Odin and his family. He ridiculed them by calling them a "stupid family". This shows Atreus' negative attitude towards them and how he looks down on them. Although not explicitly, in the sentence "Ugh, enough about Odin and his whole stupid family." can reflect the discursive movement of populism, namely criticizing the elite or the ruling group.

Example Or Illustration

The thirtieth example of derogatory comments in conversations between characters in the game God Of War 2018 appears in the dialogue between Atreus and Brok.

[Baldur manages to break out and throw Kratos to the ground.]
Baldur : Struck a nerve, did I?!
[Kratos hits Baldur with a huge trunk of a tree, runs to him, grabs him, and begins to knock down the debris of the house and stones on his way.]
Baldur : **Who are you hiding?! Slow and old. You should never have come to Midgard.**
[Baldur regenerates his health with ease.]
Baldur : So… care to try again?
Kratos : You talk too much.

In this dialogue, Baldur tries to show his self-positive other presentation and negative other presentation by increasing his own view by demeaning his opponent. He calls his opponent "slow and old" to show that he is better and stronger than his opponent. Baldur's statement "You should never have come to Midgard" can be considered as an example of a discursive move or an illustration of his opinion that his opponent should not be in Midgard. He used this statement to bolster his argument that his opponent was someone who was inappropriate or made the wrong decision.

CONCLUSION

Based on the findings contained in this study, there are several kinds of discursive move for several characters in the game God Of War 2018. For future researchers who plan to study the same research as this research topic, the researcher provides suggestions on how to make research more specific. Presenting criticism or argument with evidence and reasoning is very important. By providing facts, evidence, or logical reasoning to support claims, discussions become more objective and rely less on derogatory language. Based on the results of data analysis in the game God Of War 2018, it can be concluded that in this research there are eight types of discursive moves, namely 19 utterances of actor description, one kind of authority, 4 utterances of self glorification, one kind of polarization us-them categorization, one kind of emphaty, one kind of populism, one kind of norm expression, and 2 utterance example or illustration.

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