

CHAPTER I

INTRODUCTION

1.1 Background of Research

Nowadays, thousands of mobile games are commercially with variety and unique titles of the game and it's available on a different of hardware configurations such as google play store, Mega up, Steam and so on. The developers of the game approach the representation of symbol in title of game itself in order to make the title easier to understand, familiar and uncomplicated. The game publisher uses the symbol formed as title text of the game as a sign of every hidden meaning which makes the title of the games become more spectacular and interesting.

By giving the title of the game, the developers want to attract the players to play the game they made by summarizing and improving the title of the game. Indirectly, when players read the game title, the players seem to be communicating with the publisher because the publisher of the game uses the symbol contained from the title text as a sign of every hidden meaning.

In accordance with Vara (2009: 213) argues that, "by giving cues to the player, the simulation can communicate what to do without being explicit or overbearing, thus designing the experience while giving the player enough leeway to explore the world." The statement above is supported from development of technology which makes a better performance for role-playing games to make communicate easier and its graphic design from icon of the game is the special thing to describe the whole game in order to make the gaming impression more interesting although it uses some symbols to describe something.

Role-playing games is a genre of the game where the player controls the actions of a character immersed in some well-defined world. Role-playing games are form one of the major genres of games and exist across all hardware platforms as well outside of the technology domain in a huge variety of forms and formats.

Drundall says that the basic of Role-playing game is the player decide everything from many options that lead the player become succeed or fail.

“a rules framework that allows players to enact stories of adventure, acting out the parts of the main characters. The game rules provide guidelines for what can or can't be done, and dice rolls determine whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other players assume the roles of player characters (PCs). The GM also acts out the roles of characters not guided by players: these are called non-player characters (NPCs).”(Durall, Jason. 2009: 4)

In Role-playing game there is a lot of optional mission that the player must know to communicate with NPC (non-player character) in order to make the mission successful. According to Killworth (1984: 17) “the player of an Adventure will need a vocabulary with which to communicate.” Human uses the sign and symbol to communicate to each other who has same feeling, idea and desire. The sign and symbol itself is agreed by the communicator.

The researcher is interested in analysing symbols in Role-play game genre from *Google Play Store* because the symbol can actually be found in textual word. Besides, the researcher chooses the text from title of Role-play game because the title itself contains a lot of hidden meanings in which there are so many symbols. Moreover, the title of the Role-playing games can describe the whole game just because of the title. Another interesting thing is the icon of the game presenting the characteristic of main character from the game itself and the title describes how the main character starts his journey.

There are many forms of the language symbol in title of the game. The language symbol depends on who uses the symbol, for example the developer uses symbol language in logo, icon, and text itself to describe the whole thing in the game and so on. Holdcroft (1991: 42) argues that, “an ideogram and as spoken word are both symbols of an idea; to him writing is a second language, and if two

words that have the same sound are used in conversation, he may resort to writing in order to express his thought.” Each symbol is every form they use which design a hidden meaning in every design made. The symbol of design gives a message to other people who read and view the design.

A clue that uses a symbol and design of language expression is icon. Icon design is the process of designing a graphic symbol that represents some real, fantasy or abstract motive, entity or action. Those whose relation to their objects is a mere community in some quality, and these representations may be termed likeness (Adams and Searle. 2005: 10). Pierce (in Chandler 1999: 39) declared that an iconic sign represents its object 'mainly by its similarity'. A sign is an icon 'in so far as it is like that thing and used as a sign of it'. Indeed, he originally termed such modes, 'likenesses'. He added that 'every picture (however conventional its method) is an icon.

The scenario of Role-playing game always made as attractive story. Some games give their appeal by giving a game title make very charming and also easily accepted by the reader and some of games are none. The game that gives the title more complicated usually choose from jargon of the game, it makes the title use the special words or expressions that are used by a particular profession or group from the game and are difficult for others to understand.

Usually, there is a simple text, object, context or a picture of sign that player will be more interested to play the Role-play game. All of those aspects are used to deliver the message to the player. The Signs take the form of words, images, sounds, acts or objects, but such things have no intrinsic meaning and become signs only when we invest them with meaning (Chandler. 2007: 13). It can be explained that in situations where the sender and receiver communication are equally present, semiotic systems other languages can be replaced.

For some people, the title is usually accompanied by an icon on the side in order to clarify the picture of the reader's preferences. Icon has become a part of important things as facilitate in game communication but there is still many people sometimes do not understand about the meaning of icon. In some game, the publisher of the game sometimes uses some icons beside the title text,

especially in image form, such as the other games genre, in order to make the meaning delivery shorter or faster.

Semiotics is the study of interpretations in all cultural aspects of human life. This discipline can be used to interpret the linguistic symbol on icon. Actually, the theory of the general linguistics is usually applied to interpret the meaning of every sign and symbol. This study is aimed to detect the function and semiotic meaning of every title's text that is used in Role-playing games genre as form of communication non-verbal between the game publisher and the gamer. Based on the point of view above, it is necessary to have further research about finding out what the true meaning related to the game in each symbols. The form of the paper is elaborated in the research entitled: ” **Symbol on Battle Title of Role-playing Games of Google Play.**”

1.2 Statement of Problem

This research, the way of interpreting the game based on symbol of Pierce's semiotics theory focuses on the signs of several titles of the game. The signs (text, object, and context) focus on the names of game. Some of the title's name are easy to understand by the player and some of them are none.

In this research, the researcher focuses on finding out what the representamen, object, and interpretant appear on the title of game, and how are the relation between text and icon on Role-playing game genre. Based on the background of research above, the questions are formulated for getting more specific purposes. The research questions are:

1. How is the symbol every battle title's text process on Role-playing games understood?
2. How does the process triadic relation in each picture happen on Role-playing games?
3. How is the relation between the text and its picture on every Role-playing games genre?

1.3 Purpose of Research

In accordance with the problem of the study above, the purposes of this research are as follows:

1. To understanding the process symbol of every battle title's text on Role-playing games.
2. To find out the process of triadic relation in each picture on Role-playing games.
3. To find out the relation between the text and its picture on every Role-playing games genre.

1.4 Significance of Research

Based on the background of the research, this research is expected to provide scientific input and contribution to the linguistic study especially the study of semiotics. Theoretically, this research is expected to enrich the study of semiotics, particularly in interpreting the meaning or messages. Practically for gamers who like to play Role-playing game genre so much, this research can give the information about meaning or messages in every title's text at Role-playing game category in which the players have usually encountered.

1.5 Previous Studies

The researcher takes some similar research before. The first research was entitled "*Semiotic Analysis of Advertising Message Meanings in Samsung Galaxy*" (2008) by Susanti. This research analyzed the object using C.S Peirce theory and how the advertisement works in communication and repetition as verbal message. Trough this research, the researcher was able to find out how to analyze the text based on Pierce's theory used. The second research was entitled "*A Semiosis Process Analysis On STARBUCKS Coffee*" (2015) by Fauziah. Through this research, she was able to find out the symbols and meaning used by Charles Sanders Pierce and to find out how to analyze the relationship among the symbols, their text and their meaning.

1.6 Definition of Key Terms

1. Semiotics

Semiotics is a study of signs and symbols and of their meaning and use (Hornby, 2008:1342). Semiotics become study area that learn about meaning from a sign or symbol human by the instrumentally marking.

2. Triadic relation

Triadic relation is a model of the sign created by Charles Sanders Peirce. He formulated his own model of the sign, of 'semeiotics'. In contrast to Saussure's model of the sign in the form of a 'self-contained dyad', Peirce offered a triadic (three-part) model consisting of representamen, object, and interpretant (Chandler, 1999: 29).

3. Symbol

Chandler (2007: 27) argues that the symbol or symbolic is a mode in which the signifier does not resemble the signified but which is fundamentally arbitrary or purely conventional - so that the relationship must be learnt: e.g. language in general (plus specific languages, alphabetical letters, punctuation marks, words, phrases and sentences), numbers, morse code, traffic lights, national flags.

4. Battle

Battle is a fight between armed forces because a determined effort to achieve something in a difficult situation or to change a bad situation. Battle also triggered by an argument between two groups or against a situation that a group wants to change.

5. Picture

Picture is a particular image or reality as portrayed in an account or description; depiction; version. Picture is also known as a visual representation of a person, object, or scene, as a painting, drawing, photograph.

6. Role-Playing Games

Role-playing games is a genre of the game where the player controls the actions of a character immersed in some well-defined world. Role-playing games form one of the major genres of games and exist across all hardware platforms as well outside of the technology domain.

7. Google Play Store

Google Play Store is a digital distribution service operated and developed by Google LLC. It serves as the official app store for the Android operating system, allowing users to browse and download applications developed with the Android software development kit and published through Google. Applications are available through Google Play either free of charge or at a cost. They can be downloaded directly on an Android device through the Play Store mobile app or by deploying the application to a device from the Google Play website.

