

ABSTRACT

Fahreza Fahmi Sutedjo, 180511100067. An Analysis of Presupposition in *Life is Strange 2* Game. Thesis English Study Program Faculty of Social and Cultural Sciences, Universitas Trunojoyo Madura. Advisor: Afiifah Al Rosyidah, S.S., M.Pd.

This study analyses the types and meaning of presupposition and its contexts found in the *Life is Strange 2: Episode 1* Game. This study uses the theory of Yule (1996) to analyse the types of presupposition and theory of Cummings (2015) to explain the presupposition context types and its meaning. In this study, the writer used descriptive qualitative method. The method of data collection is content analysis. The source of data used is *Life is Strange 2: Episode 1* Game. The data in this study are the dialogues that containing presupposition from the main character in *Life is Strange 2: Episode 1* Game. In this study, the main instrument is the writer. The writer also uses theory of Miles, Huberman, and Saldana (2014) in process of data reduction selecting, simplifying, and organizing data in this study.

The result of this study revealed 116 presupposition data which consisting of types existential presupposition 27 data, factive presupposition with 50 data, lexical presupposition, 21 data, structural presupposition 7 data, non-factive presupposition 9 data, and counterfactual presupposition 2 data. The researcher also found 8 physical contexts, 43 social contexts, 61, epistemic contexts, and 4 linguistics contexts within each presupposition found.

Keyword: presupposition, types of presupposition, context, context types, game.

ABSTRAK

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Penelitian ini menganalisis jenis dan makna praanggapan dan konteksnya yang ditemukan dalam game *Life is Strange 2: Episode 1*. Penelitian ini menggunakan teori Yule (1996) untuk menganalisis jenis praanggapan dan teori Cummings (2015) untuk menjelaskan jenis konteks praanggapan dan maknanya. Dalam penelitian ini, penulis menggunakan metode kualitatif deskriptif. Metode pengumpulan data adalah analisis konten. Sumber data yang digunakan adalah game *Life is Strange 2: Episode 1*. Data dalam penelitian ini adalah dialog yang mengandung praanggapan dari karakter Utama dalam game *Life is Strange 2: Episode 1*. Dalam penelitian ini, instrument utamanya adalah penulis itu sendiri. Penulis juga menggunakan teori Miles, Huberman, Saldana (2014) dalam proses reduksi data, pemilihan, penyederhanaan, dan pengorganisasian data dalam penelitian ini.

Hasil dari penelitian ini mengungkap 116 data praanggapan yang terdiri dari jenis existential presupposition 27 data, factive presupposition with 50 data, lexical presupposition, 21 data, structural presupposition 7 data, non-factive presupposition 9 data, dan counterfactual presupposition 2 data. Penulis juga menemukan 8 physical contexts, 43 social contexts, 61, epistemic contexts, dan 4 linguistics contexts dalam setiap praanggapan yang ditemukan.

Kata Kunci : praanggapan, jenis praanggapan, konteks, jenis konteks, game