

ABSTRACT

Pratama, Franky. 11.05.1.1.100027. *A Study of Registers in Online Game 'Defense of the Ancient, Point Blank and Dragon Nest'*. Thesis. English Study Program of the Faculty of Social and Cultural Sciences, University of Trunojoyo Madura. Advisors: Diah Ikawati, S.S., M.Pd.

This study focuses on sense relations of registers in online games. This study also focuses on the relation of word based on its original meaning and in-game meaning of *Defense of the Ancient, Point Blank and Dragon Nest* games. The purpose of this study is to identify the registers that occur in online games, it also to identify the sense relations of the registers to the common sense and to identify the most common type of sense relation that can be found in three online games, *Defense of the Ancient, Point Blank and Dragon Nest*.

This study also uses sense relations theories from Hurford (2007) and Riemer (2010) which classifies sense relations into meronymy, holonymy, hyponymy, homonymy and polysemy. This study also uses qualitative research as the research design. The source of data from this study are three online games, *Defense of the Ancient, Point Blank and Dragon Nest*. The data are the registers that in the form of words and phrases, in three online games, *Defense of the Ancient, Point Blank and Dragon Nest*. This study also uses content analysis as the method in collecting data. Collecting data dealing with the words and phrases that contain sense relations, identifying the data, put the data into a table based on the original and in-game meaning of words and phrases, and classifying the relation between the original meaning and in-game meaning based on sense relations theory.

Based on the analysis, there are 35 registers that can be found in three listed online games. It also can be concluded that the four types of sense relations appear in the registers of the three online games. They are polysemy, homonymy, meronymy and hyponymy. The most frequently type of sense relation that appear in this study is polysemy.

Keywords: Semantics, Sense Relations, Online Games, Registers.