ANALYZING SPEECH ACTS IN DUNGEONS & DRAGONS

Thesis

WRITTEN AND SUBMITTED BY

YOAN CHRISTIAN

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APPROVAL OF THE EXAMINING COMMITTEE

This thesis was accepted by the examining committee of the Teacher Training and Education Faculty, UNIVERSITAS KRISTEN INDONESIA TORAJA with the Dean"s testimonial No : HK.06/16/UKI Toraja/DFKIP/2024 in partial fulfilment of the requirements for undergraduate degree English Education Study program on Thursday ,February 22nd 2024

Makale ,22 February 2024

Approved by:

The Dean of Teacher Training and Education Faculty

Daud Rodi Palimbong, S. Pd., M.Pd
NIDN 0930098202

Committee   :

Chairman   : Aris Kaban Sendana, M.Pd.   (   )

Secretary   : Dr.Roni La'biran, M.Pd.   (   )

Members   :

1. Dr. Drs. Nehru P. Pongsapan, M.Pd   (   )

2. Dr. Drs. Dan Mangoki', M.Pd.   (   )

3. Elim Trika Sudarsi, M.Pd.   (   )

DECLARATION OF OWNERSHIP

I hereby certify that this thesis entitled " **ANALYZING SPEECH ACTS IN DUNGEONS & DRAGONS** " is honestly my own work. I am fully aware that I have quoted some statements and ideas from various sources, and they are properly acknowledged in the next.

If the above statements' is proven otherwise, then I am to accept the sanction that is specified by the English Education Study Program, Teachers Training and Education Faculty Christian University of Indonesia Toraja.

Makale, February 22nd, 2024

Yoan Christian

ABSTRACT

YOAN CHRISTIAN 2024. *Analyzing Speech Acts In Dungeons & Dragons.* (Supervised by Aris Kaban Sendana, M.Pd, and Dr.Roni La'biran, M.Pd).

This thesis delves into the realm of communication within Dungeons & Dragons (D&D) gameplay sessions, focusing specifically on illocutionary acts – the intentional speech acts that players perform during the game.

Through a qualitative research approach involving participant observation and analysis of game transcripts, the study explores how players employ illocutionary acts such as requests, commands, promises, and assertions to shape the narrative, influence game outcomes, and engage with fellow players..

The researcher conducted this investigation used qualitative methodologies. Data obtain by recording D&D session in D&D Indonesia Discord server The descriptive qualitative method is used in this research.

The descriptive qualitative method is used in this research. The method used is to present the finding in number of occurrences and to describe the data in the form of utterances.

All five types of speech acts according to Searle's classification are found in the game. They are representatives, directives, commissives, expressives and declaration. This research reveals that the illocutionary act of representative is dominantly used by player

ABSTRAK

YOAN CHRISTIAN 2024. *Menganalisis Tindak Tutur dalam Dungeons & Dragons*. (Dibimbing oleh Aris Kaban Sendana, M.Pd, dan Dr.Roni La'biran, M.Pd).

Tesis ini menggali ranah komunikasi dalam sesi permainan Dungeons & Dragons (D&D), dengan fokus khusus pada tindak ilokusi – tindak tutur yang disengaja yang dilakukan pemain selama permainan.

Melalui pendekatan penelitian kualitatif yang melibatkan observasi partisipan dan analisis transkrip permainan, penelitian ini mengeksplorasi bagaimana pemain menggunakan tindakan ilokusi seperti permintaan, perintah, janji, dan pernyataan untuk membentuk narasi, mempengaruhi hasil permainan, dan terlibat dengan sesama pemain.

Peneliti melakukan penyelidikan ini dengan menggunakan metodologi kualitatif. Data diperoleh dengan merekam sesi D&D di server D&D Indonesia Discord. Metode deskriptif kualitatif digunakan dalam penelitian ini.

Metode deskriptif kualitatif digunakan dalam penelitian ini. Metode yang digunakan adalah dengan menyajikan temuan dalam jumlah kejadian dan mendeskripsikan data dalam bentuk ujaran.

Kelima jenis tindak tutur menurut klasifikasi Searle terdapat dalam permainan. Yaitu perwakilan, direktif, komisif, ekspresif, dan deklarasi. Penelitian ini menunjukkan bahwa tindak ilokusi representatif paling dominan digunakan oleh   pemain

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