ABSTRACT

The writer chooses a survival horror game, *Resident Evil 4*, as the object of this thesis. The problem of this thesis focuses on how semiotic process provides meaning in *Resident Evil 4*. The goal of this thesis is the writer’s expectation of information how gamer understands playing the game. To analyze the game, the writer takes screen shoot from PC and plays the game. The analysis is divided into 3 sub chapters. They are screen/image analysis, action analysis, and puzzle analysis. The screen/image analysis focuses on interaction screen such as main menu, game play screen, inventory screen, merchant screen, and saving and loading. The action analysis focuses on basic action and special action. Basic action includes attacking enemy, taking item, and commanding Ashley. Special action includes normal special action and quick response special action. The last sub chapter, puzzle analysis, focuses on how to understand solving puzzles on this game. Finally, the conclusion is how the semiotic process works to produce ideas for players and the way it represents, which are through pictures, words, and glowing marker.
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