

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.

ACKNOWLEDGEMENTS

First of all, I greatly thank to Jesus Christ my savior. I know You love me endlessly. You give the biggest contribution in my life, especially in finishing this thesis. Every time I can think, learn, and understand is wonderful talents that you give to me. Thank you for mom and dad. I will never be able to repay for what you have given to me. You put me to school, you teach me how should I behave, and you care about me. Every single thing you do is one step to my beautiful future. Thank you my sister. Thank you for lending me to use your Internet so I can collect the data that I need. Thank you my little brother. Although you are naughty, you always inspire me and I love you so much. How good I am, I want you to be better than me.

Thank you Mam Inez, my tutor of this thesis. Thank you because you have spent your leisure times to guide me in finishing this thesis. Thank you because you have shared your knowledge and experience so I can learn many things from you. Thank you for has been tired because of my thesis.

Thank you for all of my friends in English Faculty of Bina Nusantara University. Thank you for becoming great friends for me. I cannot mention your name one by one, but it will not reduce my appreciations. Four years studying together has been so much unforgettable memory. We help and support each other is what I want us to do continuously. This is not the ending but the beginning for us to reach our dream and build our future. I personally thank to Teguh Chandra because you give so much contribution in my thesis, especially for accompanying me to meet Mam Inez.

Thank you for Bina Nusantara University and all of the lecturers in English Department of the University. What all of you have taught are treasure I need for my future. I salute and give my best regard for you all. Keep your hardworking in contributing good education for this country.

The last, thank you for all the readers that read my thesis. I wish this thesis could give a great contribution. A contribution in related topic especially. I apologize for the mistakes I made in this thesis. I wish you would like to improve it more and more so it can be a better thesis. Once more, thank you.

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