

CHAPTER II

REVIEW OF RELATED LITERATURE

2.1 Semantic

According to Löbner (2013) in his book *Understanding Semantics*, semantics is a part of linguistics that concerned with meaning such as words, phrases, grammatical forms and sentences yet it does not involve with the meanings of actions and or phenomena. To make into perspective, semantic deals with literal meaning of words and the way they are constructed (Kearns, 2011), for example “He is running” the meaning of words *He* and *is* means it happens right now in present tense, the *running* word represents an activity of moving faster, and the meaning of “He is running” is ‘that a male person is moving hastily right now’.

Löbner (2013) stated that the understanding of semantics has to be separated to each different levels of meaning at which we interpret words and, they are:

a) Expression Meaning

An abstraction and a theoretical construct way to describe a sentence by excluding any particular context in a sentence (Löbner, 2013). That could be interpreted as, describing a sentence by interpreting not by the entire sentence, but word by word to understand the sentence, as one usually interprets the context of a sentence by imagining each word and its meaning by disregarding other cases. As declared by Löbner 2013, expression is another term for words, phrases and sentence. Here is the explanation.

For example (1), “I don’t want your phone”, we know what the sentence really means, but we could not tell to other the meaning of the sentence, it is because the process of understanding is happening in our brain unconsciously (Löbner, 2013).

From the example we would resolve the meaning of the sentence ‘I don’t want your phone’, in which the main verb is the key role of the sentence, in our case it is the

word 'want' and it was used with object 'your phone' which means >desire<. In the example what was wanted was described by the possessive pronoun word 'your' and the noun word 'phone'.

The subject of the sentence is 'I' was used when the person using it to refer to himself/herself and 'I' indicates reference to the speaker and so the pronoun 'you' indicates reference to the one who get addressed. In the example 'your' is a possession pronoun and indicates that the phone referred to was associated with the addressed.

As (Löbner, 2013) described the word 'your' and 'phone' is the main information we need to determine the meaning of the sentence called *content words*, and the meaning of the content words are very different with each sentence because there are many of the same kind. While the other element in the sentence that representing other expressions of the same kind including articles, conjunctions, preposition, pronouns and other 'small' words are called *function words* (Löbner, 2013). The word 'don't' was the combination of an opposite of auxiliary verb word of 'do' and the negative particle 'not'. 'Don't' contributed two things in the sentence, first one is to invalidate the word 'want' and therefore turned it to the negative meaning. It also provides use with the information of tense used in the example, 'don't' is a simple present tense, which indicates it happened in the present time when the sentence was uttered and it turns the situation expressed by the main verb into the opposite (Löbner, 2013). Thus, by connecting the two components of 'Don't' we could come to a conclusion, which is the meaning of 'Don't' was an indication of negative response to the addressed in the present time by the utterer. The word 'phone' analysed in the example has two meaning, first one is 'phone' as a device and 'phone' as a literature. In this part, the word 'phone' used was the 'phone' device not 'phone' in literature.

By using the meaning of words from the example we could make an outcome that the sentence "I don't want your phone" we could describe the utterer spoke to the addressed that he/she has no desire of using or not accepting to be given a device called phone at the time this sentence being spoken.

b) Utterance Meaning

Utterance meaning is actually used in a context and the references has been defined with its expression meaning (Löbner, 2013). For example (2), “I don’t need your phone” was uttered by Brian on the morning of 22nd of October 2020 answering Danny’s question whether he needed his phone to call their parent or not. The two was on their way to the beach when suddenly their bicycle’s tire blown up, the two was arguing whether they need to call an Uber or call their parent, then Danny offered him to use his phone, in the meantime Brian was already calling their parent to pick them up.

By declaring the references and the context has been fixed, the example was considered as the concept of truth in language, this is what Löbner (2013) called as a notion of truth. Utterance meaning needed a context or scenario to convey the truth of the message and depended on how the speaker and the addressed utter the sentence and at which time provided in the scenario.

The references that had already set and defined, which is the pronoun ‘I’ was assigned to Brian, the possessive pronoun ‘your’ and the object ‘phone’ was assigned to Danny and his phone. Then we could conclude from the example explained that the person ‘Brian’ had no intention to use the other person’s phone which was of ‘Danny’ due to an action has been taken by the first person on an ongoing conversation. Hence, utterance meaning derives from expression meaning and depend on the speakers and addressed in results from an expression being used and interpreted in a given context.

c) Communicative Meaning

Communicative meaning is an utterance as a communicative act in a given social communication (Löbner, 2013). The concept of communication indicate that the utterances involve not only the speaker and the addressed, but also the expression, the context and the scenario of the conversation. The expression meaning act as a base of the three that would be used on the utterance level, usually it only conveys a basic information such as the example (1) that only contain

descriptive sentence 'I don't need your phone', then the utterance level added a context and the scenario in which the sentence was spoken. In communicative level, the sentence was used with a communicational intention to form a social interaction with another person. To summarize, and on this final level was an act of intentional communication with certain information on a given context to socialize with another person.

Based on the explanation from Löbner above, the three level of meaning was interconnected to one another and the order was when expression meaning forms the basis for utterance meaning in a linguistic material, but it does not determine the meaning. Utterance meaning then forms the basis of communicative meaning, but also it does not determine the meaning of the sentence. Communicative meaning was the act of socializing with another person using the basis information that has been interpreted on the expression and utterance level.

On the other hand, Yule (2013) in his book *'The Study of Language 3rd ed'* explains semantic is broken down into two types, they are: conceptual meaning and association meaning.

- a) Conceptual meaning is the procedure to interpret by the literal basic usage of words like the example above that explains word by word to describe a sentence.
- b) Association meaning is based on the people's connotation that spoke or listened to describe a sentence; it brings a lot of possibilities of meanings in a sentence.

2.2 English Expression

English expression is a group of words or phrases that works together as a unit to convey specific idea or meaning (Bardovi-Harlig, 2009). Löbner (2013) also stated the same, words or phrases that conveys a particular meaning is called expression. This means any word or phrases that spoken or written is essentially an expression, often used in an informal conversation with different meaning from the actual interpretation varying from other languages and dialects (Johnstone, 2008).

There are various types of English Expression, including:

a) Jargon

Jargon is a specialised word or phrases exclusive to a group of people, the use of jargon was to effectively communicate to other people with the same understanding without wasting too much time (Hyland, 2006).

b) Phrases

The phrase in this context was different with grammatical phrase, instead they have their own meaning if used in a certain context. For example, “Good Game” grammatically it supposed to have meaning, but when used in a game, the phrase “Good Game” was to congratulate or send a greeting to other people playing, just like when we use “Good Morning” to other people in real-life.

c) Idioms

Idiom is a figurative language that its meaning could not be understood and interpreted based on the individual words alone, but rather as a whole sentence. For example, an idiom “Brick by brick” does not mean a brick made a brick by its own consciousness, but means making or building something step by step from the ground up.

d) Proverbs

According to Mieder (2004), proverbs are short and simple sentence known by common folks containing wisdom and moral principles to inspire or give advice in a metaphorical perspective with fixed and memorable form. For example, “Better late than never” means although your progress was stalling behind

others it is better to make effort and do your best rather than just ignoring it and do nothing.

e) Slang

Slang is an informal language from word or phrase formed within an exclusive group of people. For example, “noob” noob came from an English word “newbie” the people using this slang is usually an internet person or a gamer, they made this slang to mock other people as a people with no knowledge and skills and generally bad at everything.

2.3 Online Game

Online game is type of game that require an internet connection to be played with other players to interact (Granic, et al, 2014). The type of online game varies, according to Granic, et al (2014) online games could be categorized into several genres:

- a. Massively Multiplayer Online (MMO) game is where thousands of players could interact with each other in real-time and do activities together in a virtual fantasy world, game that usually commonly adopt this are RPG games, such as World of Warcraft, Final Fantasy XIV and Destiny 2.
- b. Role Playing Games (RPG) games is the type of game that requires the players to take a role in the environment provided by the game, the game that used this configuration is World of Warcraft, Elden Ring and Baldur’s Gate.
- c. Multiplayer Online Battle Arena (MOBA) where two teams of players are put in an opposing side on a strategic map with unique environment, such as League of Legends, Dota 2 and Mobile Legends.
- d. First-person shooter (FPS) game usually focuses on combat situation usually involving a gun with the perspective of a first-person,

popular games with this configuration are Counter-Strike: 2, Apex Legends and Valorant.

- e. Cooperative game is a game that emphasize in cooperation between 2 or more people to complete the objective of the game, such as Dead by Daylight and Monster Hunter: World.

2.4 Counter-Strike 2

“*Counter Strike 2*” is an online first-person shooter multiplayer game developed by Hidden Path Entertainment and Valve Corporation in order to make a sequel for Counter Strike: Global Offensive with new graphic design and new maps yet still manage to keep some of the original map Counter Strike: Global Offensive has, like Mirage, Inferno, Anubis, Vertigo, Nuke, Overpass and Ancient. The “*Counter Strike 2*” predecessor, “*Counter Strike: Global Offensive*” or “*CS: GO*”, as the fans called it, is a game in which the players are divided in two teams, Terrorist team and Counter-Terrorist team, each team needs to complete certain objective to win each round, Rizami (2018).

