

TABLE OF CONTENTS

	Page
ACKNOWLEDGEMENTS.....	iv
TABLE OF CONTENTS.....	v
LIST OF FIGURES.....	viii
ABSTRACT.....	ix
INTISARI.....	x
 CHAPTER I INTRODUCTION.....	 1
1.1 Background of Choosing the Subject.....	1
1.2 Research Questions.....	5
1.3 Research Objectives.....	5
1.4 Focus of the Study.....	6
1.5 Literature Review.....	6
1.6 Theoretical Framework.....	10
1.7 Methods.....	13
1.7.1 Data Collecting.....	13
1.7.2 Data Analysis.....	14
1.8 Presentation.....	17
 CHAPTER II CULTURAL REPRESENTATION IN INDONESIAN VIDEO GAME NARRATIVE.....	 18
Table 1. Frequencies of Cultural Terms Categorized by Newmark's Framework. 19	
2.1 Material Culture.....	20
2.1.1 Art.....	20
2.1.1.1 Barong Puppet Mask.....	21
2.1.1.2 Keroncong.....	22
2.1.2 Food.....	23
2.1.2.1 Cimol.....	24
2.1.2.2 Fried Tempeh.....	25
2.1.2.3 Kecap Manis.....	26
2.1.2.4 Klepon Flambe.....	27
2.1.2.5 Lemper, Onde-onde, Pastel, Kue kukus.....	28
2.1.2.6 Mawut Fried Rice.....	29
2.1.2.7 Rujak Fruit Salad.....	30
2.1.3 Housing and Towns.....	31
2.1.3.1 Bakso Cak Wo.....	31

2.1.3.2 Masjid Al-Ikhlas and Gereja Untung Suropati.....	33
2.1.3.3 Toko Karunia Djaya.....	34
2.1.4 Artifact.....	35
2.1.4.1 Dijual Hub: (031) 575XXX.....	36
2.1.4.2 Ada Kegiatan Warga.....	37
2.1.4.3 Awas Area Konstruksi.....	38
2.1.4.4 Formulir Bimbingan Minat, Bakat, dan Karier.....	39
2.1.4.5 Jadwal Ronda.....	41
2.1.4.6 Kebo Bule.....	42
2.2 Organizations, Customs, Activities, Procedures, and Concepts.....	42
2.2.1 Custom.....	43
2.2.1.2 Hajatan.....	43
2.2.1.3 Suro.....	45
2.2.2 Organization.....	46
2.2.2.1 SMA Loka.....	46
2.2.3 Activity.....	48
2.2.3.1 Quran Study Group.....	48

CHAPTER III THE IMPACT OF SEMANTIC SHIFTS ON CULTURAL REPRESENTATION AND PLAYER COMPREHENSION..... 50

Table 2. Frequency of Semantic Strategies Applied to Culture-Bound Terms.....	51
3.1 Paraphrase.....	52
3.1.1 Barong Puppet Mask.....	53
3.1.2 Cimol.....	55
3.1.3 Kebo Bule.....	56
3.1.4 Keroncong.....	58
3.1.5 Klepon Flambe.....	59
3.1.6 Mawut Fried Rice.....	60
3.1.7 Quran Study Group.....	62
3.1.8 Rujak Fruit Salad.....	63
3.1.9 Suro.....	64
3.1.10 Fried Tempeh.....	66
3.2 Hyponym/Hypernym.....	67
3.2.1 Lemper, Onde-onde, Pastel, Kue kukus.....	68
3.2.2 Legen.....	70
3.3 Modulation.....	72
3.3.1 Kecap Manis.....	72

CHAPTER IV CONCLUSION.....	74
REFERENCES.....	77
APPENDIX.....	79
Appendix A: Newmark's Cultural Classification.....	79
Appendix B: Semantic Strategy Classification.....	80

LIST OF FIGURES

	Page
Figure 1. Keroncong.....	22
Figure 2. Cimol.....	24
Figure 3. Klepon Flambe.....	27
Figure 4. Rujak Fruit Salad.....	30
Figure 5. Bakso Cak Wo.....	32
Figure 6. Masjid Al-Ikhlas and Gereja Untung Suropati.....	33
Figure 7. Toko Karunia Djaya.....	34
Figure 8. Dijual Hub: (031) 575XXX.....	36
Figure 9. Ada Kegiatan Warga.....	37
Figure 9. Awas Area Konstruksi.....	39
Figure 10. Formulir Bimbingan Minat, Bakat, dan Karier.....	40
Figure 11. Jadwal Ronda.....	41
Figure 12. Hajatan.....	44
Figure 13. SMA Loka.....	47
Figure 14. Quran Study Group.....	49
Figure 15. Barong Puppet Mask.....	54
Figure 16. Kebo Bule.....	57
Figure 17. Mawut Fried Rice.....	61
Figure 18. Suro.....	65
Figure 19. Fried Tempeh.....	66
Figure 20. Lemper, Onde-onde, Pastel, Kue kukus.....	69
Figure 21. Legen.....	71
Figure 22. Kecap Manis.....	73