

CHAPTER I

INTRODUCTION

A. Background of the Research

English has so much uncommon word that can appear in our daily life, one of uncommon word is non-gradable adjective that can appear to express something or some situation. Non-gradable word appear usually to express something stronger than strongest. Non-gradable also cannot be appear in comparative and superlative form.

Language around the world evolve become so much variety of vocabulary making word stronger than strongest is really exist. English language nowadays has 400 million people as native, and 2 billion people are using English for second language (Rithcie, 2013, p.12). How English language spread around the world as international language is the factor English language evolve widely more than other language.

As the international language English need to be learn by all people around the world. In studying English there are four aspects to be learned, they are listening, reading, writing, and also speaking. The four elements are connected each other they are mutually supportive. In English language we know that there so much aspects to be learn more than 4 elements above, such as vocabulary, grammatical, sentence, semantic, pragmatic and many more. In English language there is also part of speech that everyone should understand

well, there are verb, noun, adverb, adjective, pronoun, proposition, conjunction, interjection.

More specifically the part of speech above has important role to understand English well. In fact, part of speech is the main core of language to make sentence when we either speak or write something. One of the part of speech is adjective. Known as Adjective, the word adjective is the word that describe qualities of something. Some adjective in English language are gradable adjective it is mean that word can have different degree or levels of quality. But in English adjective there are one more class it is called "*Non-Gradable*" adjective. Non-gradable adjective is an adjective word that cannot be added intensifier to describe levels of quality because mostly Non-gradable word can know as stronger than strongest.

Non-Gradable word is some kind of the problem because people especially non-native are always adding "*Very*" or using superlative form to describe something that outstanding and it is become habitual for those people. Adding "*Very*" or superlative form is easy to remembered, but to use English vocabulary more widely, people need to learn how to express something outstanding with Non-gradable word to describe it.

Habitual to use word "*Very*" or using superlative "-the most" or "-est" for every adjective is not allowed. Because many adjective word are not able to give intensifier of even there adjective cannot be graded, for example word "*Dead*" cannot be graded, because dead cannot be "*Deader*" or "*Deadeast*". So

to know about non graded word, people need to learn how Non-gradable words are working.

In order to study Non-gradable vocabulary in this present time, there are so many method that people can use, such as reading some books, Learn from teacher, find something in internet, or even people can gain knowledge from game. Gain knowledge from the game is challenging that make people not only force to study English well but also people feel a joy to learn English. Not only challenging but also game can trigger fantasy and curiosity to learn English.

Learning something through games is still not acceptable in society. Parents still banned their children to learning something through games, but in fact video games can trigger and force player to read, speak even write in English language, because in video games itself contain information, plot, character boundaries to other character, communication with team to win the games, and also there are a lot uncommon word including Non-gradable word. Because of that people has been forced to learn English to win the games. A few educators have undertaken this project, about why games so captivating to motivate someone learning (Malone, 1981, p. 334).

Even through, people in society still underestimated games can be help people learning with fun. In fact parent will restrict their children or maybe parents will try to avoiding games and talking about the best option for their children is learning something through books. Parents who does not understand how modern world has developed in so many ways and the one of this

development is giving their children educational knowledge in fun ways especially by playing games with attention to age restriction.

According Malone, learning something through games can be the best option because game can trigger emotion reaction to the player that can make them learning with challenge, fantasy, and curiosity. Not only because of fun but also challenging to learn English through games, and there are so many variety of the games' roles that playable in people hand to make people can always learn while playing games more easily, like playing games in their smartphone, tablet, and also laptop (Malone, 1981, p. 335).

Games roles takes player to play with their focus. One of the famous role is MOBA role. MOBA role is the online strategy video games that connected people around the world to play together. Because of this role need to play by people around the world, MOBA role is appear with English as main language to make this game is playable for everyone around the world.

Dota 2 as main subject is MOBA role games, and from data Dota 2 peak concurrent player on Steam from 2016 until 2019 is 689 thousand concurrent players. First released in July 2013, Dota 2 has become very popular MOBA games. Dota 2 is a multiplayer online battle arena that was created as a sequel to Defense of The Ancient (DOTA). Published by Valve Corporation, which is also the creator of gaming platform steam, Dota 2 reached its record high peak concurrent player number in 2016 at nearly 1.29 million gamers playing at the same time. In the last measured month, December 2019, the game peak at over 689 thousand concurrent players. With the number of monthly active users of

Dota 2 regularly exceeding 11 million, make this game become number one of the most popular games on the steam platform and Dota 2 has become the first most played game on steam in 2018-2019, in terms of peak number of concurrent players and hourly average number of players.

From data above, one of the famous game moba role is Dota 2, it is the multiplayer online game that all around the world made community to play with each other. Inside of "DOTA 2" there are so much heroes that playable, each heroes has different description, and those description word are contain many vocabulary including non-gradable word.

In this study, writer focuses on study an adjective as non-gradable adjective through game Dota 2. It works best for searching information of how to use non-gradable adjective in some phrase or sentence. Inside this game, Dota 2 is contain so many word in English form common word until uncommon word.

The use of game make study even more exciting. Even, many people are still does not believe study through game is not effective. But in other hand, people always carry their smartphone, and play games nowadays has important role on their smartphone. Playing with player around the world make player need to understand well to make good teamwork and to know what they doing in this game. From above explanation the writer will conduct the research on title "The Study of an Adjective as Non-Gradable Adjective in Dota 2 Game International".

B. Question and Scope of the Research

1. Questions of the Research

Based on the formulation of the problem, the research question is:

- a. Why do Heroes in Dota 2 game use Non-gradable word as their diction?
- b. How is non-gradable adjective different from regular gradable adjective?

2. The Scope of the Research

Based on identification of the problems, the writer describe the study of Non-gradable adjective on hero in Dota 2 game international. This research was conducted by heroes in Dota 2. In order to more direct, this research focused on exploring responses that agility heroes are spoken inside the game. This study is based on McNally and Kennedy (2008, p.239) as based of what is non-gradable and gradable adjective is.

C. Objective and Significance of the Research

1. Objective of the Research

- a. To identify why heroes in Dota 2 game using Non-gradable to express something.
- b. To understand differences between regular gradable adjective and Non-gradable adjective.

2. Significance of the Research

Because of this study, the writer hoping from the result can be understand for the reader to knowing there is adjective that can express

stronger than strongest, and also this research can be used to be reference in the scope of linguistic about non-gradable adjective. Writer hope that reader can gain their vocabulary through non-gradable adjective and also knowing why non-gradable is different. Also, through this study people can start learn English not only by books, films, or Novels but also they can learn their knowledge through the game.

D. Operational Definition

Operational definition is meant for avoid the misunderstanding and difference interpretation that related to the terms in this research title. According to the title of the research, "A STUDY OF AN ADJECTIVE AS NON-GRADABLE IN DOTA 2 GAME INTERNATIONAL", so that operational definition that need to explain, are:

1. Semantic

Semantic is that the level where meaning of word and sentence is analyzed (Saeed, 2009, p.3). The branch of linguistics and logic concerned with meaning. The two main areas are logical semantics, concerned with matters such as sense and reference and presupposition and implication, and lexical semantics, concerned with the analysis of word meanings and relations between them. Semantic is describe the meaning of word, sentence, phrase or clause. Semantic study is not only about on context but also out of the context.

2. Gradable Adjective

Many adjectives describe qualities that can be measured in degrees, such as size, beauty, age, etc. These adjectives are often called gradable adjectives, because they can be used in comparative or superlative forms, or with grading adverbs such as very or extremely, to show that a person or thing has more or less of a particular quality. So, According to McNally and Kennedy, Gradable adjective can be added with degree modification and can appear in comparative and superlative form (McNally and Kennedy, 2008, p. 239).

3. Non-gradable Adjective

Adjective that cannot appear in comparative or superlative form, and also cannot be added by intensifier. Some adjectives describe qualities that are completely present or completely absent. They do not occur in comparative and superlative forms, and cannot be used with adverbs such as very or extremely, because we don't usually imagine degrees of more or less of the quality being described. They are referred to as non-gradable adjectives. Non-gradable adjectives do sometimes occur with non-grading adverbs such as completely which emphasize the extent of the quality. So, non-gradable being those that do not and cannot added by grading modification (McNally and Kennedy, 2008, p. 239).

4. Video Games

Game played by electronically manipulating images produced by a computer program on a monitor or other display. Video games are now a

major cultural form, and may well soon replace cinema, cable and broadcast television as dominant popular medium. Video game has audio-visual and interactional sophistication of today's form PlayStation, Xbox and PC even people's smartphone, and almost every game has English language as the option for foreign people to play this game (Newman, 2004, p.2).

E. Systematization of the Research

The systematization of the paper means to present the paper in well-edited composition. This paper is divided into five chapters as listed below:

Chapter I is introduction, in this chapter presents the research foundation including background, Question, Scopes, Objective, Significance, Operational Definition, and its Systematization of the research. The keys to comprehending this research is in this chapter.

Chapter II is theoretical description, in this chapter contains concept description, theoretical basis is important because it is showing position of this research in the middle of scientific development.

Chapter III is methodology of the research, in this chapter contains more details about methodology of this research including Methodology, Procedure, Data collection techniques, Data analyze techniques, and also Source of the Research.

Chapter IV is data analyze. In this chapter the writer explains, analyze and interpretation the data, than report the result of the research.

Chapter V is conclusion and suggestion, in this chapter contains what can be taken from this research is shortly described in this chapter.

