

ABSTRACT

Bagus Prawira Satrio Wicaksono. 1225030033. 2026. *Naturalized Representation Through Denotation, Connotation, and Myth in Monster Names of Monster Hunter: World*. An undergraduate thesis, Department of English Literature, Faculty of Adab and Humanities, State Islamic University of Sunan Gunung Djati. Advisor I: Drs. Irman Nurhapidudin, M.Hum. Advisor II: Dian Nurrachman, S.S, M.Pd.

In fictional narrative, names often function more than as labels, they can shape and define the role of a character before an encounter or explanation. This phenomenon usually appears in literature, especially in fiction. In video games, this phenomenon can also appear, which interests the writer to find it. Furthermore, the textual elements in video games can also be examined with the same approaches applied to conventional literature, one such game is *Monster Hunter: World*. Therefore, the writer is interested in and has researched the video game to find out about the naming, especially the denotative and connotative meanings that are created by the monster names and how can connotation turn into myth, which later naturalizes the monster representation inside the game. The data are analyzed using semiotics theory by Roland Barthes (1972). Semiotics, especially Roland Barthes' theory deemed suitable for analyzing names and treating it like a sign to find their meanings. The design used for this research is literary criticism, precisely the objective orientation that treats literature as an independent being. Based on the results, the monster names are indeed not arbitrary labels, but carry layered meaning and can act as a sign. Additionally, the name can naturalize inherent traits found in the monster and help build assumptions that will act as its representation based only on the name even before encounter.

Keywords: *Semiotic, Roland Barthes, Naming, Denotation, Connotation, Myth.*

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Dalam karya fiksi, nama tidak hanya berfungsi sebagai label, nama bisa membentuk dan mendefinisikan peran dari suatu karakter bahkan sebelum adanya penjelasan apapun. Fenomena ini cukup umum dalam karya sastra, khususnya karya fiksi. Fenomena ini juga dapat muncul dalam video game sehingga menarik perhatian penulis untuk meneliti lebih lanjut. Terlebih lagi, pendekatan yang digunakan dalam meneliti karya sastra konvensional juga dapat digunakan untuk meneliti unsur tekstual dalam video game, salah satu contohnya adalah game *Monster Hunter: World*. Penulis tertarik dan telah melakukan penelitian pada video game ini dengan fokus pada makna denotatif dan konotatif yang tersusun dalam nama-nama monster, dan bagaimana makna konotatif berubah menjadi mitos, yang nantinya akan menaturalisasi representasi para monster dalam game. Data dianalisis menggunakan teori semiotika Roland Barthes (1972). Teori semiotika, khususnya teori Roland Barthes yang cukup cocok untuk menganalisis nama sebagai tanda, khususnya untuk menemukan makna dibalikinya. Desain utama penelitian ini adalah kritik sastra dengan orientasi objektif yang menanggapi sastra sebagai entitas mandiri. Berdasarkan hasil penelitian, nama para monster mengandung makna dan dapat berfungsi sebagai tanda semiotika. Terlebih lagi, nama para monster membantu menaturalisasi unsur inheren monster dan membangun representasi yang mewakili monster hanya dari nama, bahkan sebelum adanya kontak langsung

Kata Kunci: *Semiotika, Roland Barthes, Penamaan, Denotasi, Konotasi, Mitos*



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