

TABLE OF CONTENTS

APPROVAL.....	i
LEGALIZATION	ii
DECLARATION OF OWNERSHIP.....	iii
ABSTRACT.....	iv
ABSTRAK	v
PREFACE	vi
ACKNOWLEDGEMENT	vii
QUOTATION	ix
TABLE OF CONTENTS.....	x
LIST OF TABLE	xii
CHAPTER I INTRODUCTION	1
1.1 Background of Research	1
1.2 Statement of Problem.....	4
1.3 Purpose of Research.....	5
1.4 Significance of Research.....	5
1.5 Previous Studies.....	5
1.6 Definition of Key Terms.....	6
CHAPTER II THEORETICAL REVIEW.....	8
2.1 Semiotics	8
2.2 Semiotics Theory of Charles Sanders Peirce	11
2.2.1 Triadic Relation Process	14
2.2.2 Symbol	17
2.3 Video Games.....	18
2.4 Role-Playing Games Genre	19
2.5 Frame of Thinking	19

CHAPTER III RESEARCH METHOD	21
3.1 Research Design	21
3.2 Sample of Data	22
3.3 Source of Data	22
3.4 Technique of Collecting Data	23
3.5 Technique of Analyzing Data	23
3.6 Organization of Paper	24
CHAPTER IV FINDING AND DISCUSSION	25
4.1 Understanding Symbol of Battle Title on Role-Playing Games in each Texts of Battle Title	25
4.2 The Process of Triadic Relation in each Picture on Role Playing Games.....	66
4.3 The Relation between Text and Its Picture on Every Role-Play Games Genre.....	104
CHAPTER V CONCLUSION AND SUGGESTION	121
5.1 Conclusion	121
5.2 Suggestion	122
REFERENCE	123
APPENDIX	124
BIOGRAPHY	128