ABSTRACT

Asep Ginanjar (1155030024): Command and Request Used by Heroes in Mobile Legends: Bang Bang Patch Lunox (1.2.90). Graduating Paper, English Department, Faculty of Adab and Humanities, Universitas Islam Negeri Sunan Gunung Djati Bandung. Advisor: 1. Ika Yatmikasari,S.S., M.Pd, 2. Dr.H. Yuyun Nurulaen, M.Si

The research analyzes about "*Command and Request Used by Heroes in Mobile Legends: Bang Bang Patch Lunox (1.2.90)".* The main reason of this research choosing the type of sentence of imperative because the researcher found that the imperative sentence is often appear in it. The researcher focuses on the type of sentence of imperative which categorized as command sentence and imperative sentence. Then the data are proceed based on Downing and Philip's theory (2006) to identify the imperative types, Lado's theory (1996) to know the differences imperative as command and imperative as request, Eppler and Grablier's Theory (2013) to explain the imperative as command and imperative as request supported by Thomson and Martinet's theory (1979) which supports of explaining the type of imperative as command and imperative as request.In doing this research, the researcher uses qualitative method. It describes the data systematically, factually and accurately. The data of this research collected by the technique of library research, and data from *Massive Online Battle Arena* game entitled *Mobile Legends: Bang Bang.* The results shows the number of imperative sentence found in the Mobile Legends: Bang Bang. There are 56 data of imperative sentence as command which the minority data of this research and imperative as command has 2 forms, namely positive and negative form. Meanwhile, there are 9 data for the imperative sentence as request which is the minority data of this research, each form are distinguished with different word which indicate the request.

Keyword: Imperative Sentence, Command, Request, Types, Pattern, Positive, Negative

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Penelitian ini menganalisis tentang "*Command and Request Used by Heroes in Mobile Legends: Bang Bang Patch Lunox (1.2.90)".* Alasan utama penelitian ini memilih analisis jenis kalimat imperatif perintah dan permintaan/permohonan karena bentuk kalimat tersebut sering muncul di dalamnya. Peneliti berfokus pada jenis kalimat imperatif, yang di kategorikan sebagai kalimat perintah dan kalimat permintaan/permohonan. Kemudian data di proses berdasarkan teori Downing dan Philip (2006) yang mendefinisikan jenis jenis kalimat imperatif, teori Lado (1996) untuk mengetahui perbedaan antara kalimat imperatif perintah dan permintaan/permohonan, teori Eppler dan Grabriel untuk menjelaskan kalimat kalimat perintah dan kalimat permintaan/permohonan di bantu oleh teori Thomson dan Martinet (1979) yang membantu dalam menjelaskan bentuk masing-masing kalimat perintah dan kalimat permintaan/permohonan. Dalam mengerjakan penelitian, penulis menggunakan metode qualitatif, metode qualitatif menggambarkan secara sistematik, faktual dan akurat. Data dari penelitian ini terkumpul dengan cara kajian kepustakaan dan juga dari permainan *Massive Online Battle Arena Mobile Legends: Bang Bang.* Hasilnya menampilkan jumlah dari kalimat imperatif yang muncul di dalam Mobile Legends: Bang Bang. Ada 56 data kalimat imperatif berupa perintah yang merupakan data mayoritas yang penulis temukan dan kalimat imperatif berupa perintah memiliki 2 bentuk kalimat, yaitu bentuk kalimat positif dan kalimat negatif. Sedangkan ada 9 data dari kalimat imperatif berupa permintaan yang merupakan data minoritas didalam penelitian ini, setiap bentuk kalimat dibedakan dengan kata berbeda yang mengindikasikan kata untuk melakukan permintaan

Kata Kunci: Kalimat Imperatif, Perintah, Permintaan/Permohonan Jenis-Jenis, Pola. Positif, Negatif