ABSTRACT

Helvizar Muhammad Iqbal, 1175030121: *EXPRESSIVE ACTS USED BY ARTHUR MORGAN AS MAIN CHARACTER IN RED DEAD REDEMPTION 2 VIDEO GAME.* **An Undergraduate Thesis. English Literature Department, Adab and Humanities Faculty, Sunan Gunung Djati State Islamic University. Advisor I: Dr. Dedi Sulaeman, S.S, M.Hum, Advisor II: Toneng Listiani, M.Hum.**

Expressive act is utterances by which the speakers communicate their own psychological state. The speakers will convey different psychological states such as pleasure, discomfort, dislike, joy, and sorrow. The speaker makes a word that suit the world by using an expressive. Therefore, the writer discussed the type of expressive acts and the context of expressive acts. The aims of this study are to analyze the types of expressive act in the utterance by Searle (1979) and elaborate the context of the utterance by Leech (1983) contained in dialogues that have expressive speech act used by Arthur Morgan in Red Dead Redemption 2. This research used descriptive qualitative methods to analyze the data. The writer identified the types of expressive acts and context by highlighting the utterances of the main character in the video game. The analysis of expressive act is divided into two part of analysis; analysis the types of expressive acts and analysis of context. As the result of this study, the writer found sixty-three data of utterances which are showed that there are eight types of expressive acts. They are Accusing (6 data), Apologizing (8 data), Appreciation (5 data), Blaming (16 data), Cursing (6 data), Greeting (5 data), Praising (13 data), and Thanking (4 data). Blaming is the highest frequency used by the main character, then followed by Praising, Apologizing, Cursing, Accusing, Appreciation, Greeting, and Thanking. Thus, it tends to be reasoned that the most predominant kinds of expressive act is blaming that the characters needs to discover the others characters issue.

Keyword: Expressive act, Character, Context, Video game.