ABSTRACT

Fauzi Yulianto, Ahmad. 2014. A Study of Register Used in "Downy Runway Dreams": A Focus Fashion World. Thesis. English department faculty of Humanities, UIN Sunan Ampel Surabaya. Advisor: Murni Fidiyanti, M.A.

This study discussed language variety used by the characters in Downy Runway Dreams as a part of sociolinguistic study which focuses on term of register. Therefore this study analyzed two research questions. First is the Register Used by Characters in Downy Runway Dreams and the second is the factors influenced the characters used the register. In conducting this study, the research design of this study is descriptive qualitative because this study is intended to found out register words in Downy Runaway Dreams. The data sources in this study were the conversation between the characters in Downy Runway Dreams. As the result registers used by the characters are divided into words and phrase categories. The first is register in words are noun, verb, adjective and adverb. Then for phrase are verb phrase and noun phrase. The researcher finds four factors which influence the registers; those are participant, setting and situational context, topic of the conversation, and the function of interaction. Beside the researcher also describes two acts which are related to function of the interaction those are locutionary act and illocutionary act.

Key Words   : Language Variation, Register.

INTISARI

Fauzi Yulianto, Ahmad. 2014. A Study of Register Used in "Downy Runway Dreams": A Focus Fashion World. Thesis. English department faculty of Humanities, UIN Sunan Ampel Surabaya. Pembimbing: Murni Fidiyanti, M.A.

Study ini mendiskusikan *language variation* yang digunakan oleh para pemain dalam *Downy Runway Dreams* sebagai bagian dalam pembelajaran *sociolingistic* yang terfokus dalam *register*. Lebih lanjut study ini menganalisa dua pertanyaan. Pertama adalah *register* yang digunakan oleh para pemain di *Downy Runway Dreams* dan kedua adalah factor yang menyebabkan para pemain menggunaakan *register*. Dalam menyatukan study ini, desain penelitian menggunakan *descriptive qualitative* karena study ini bertujuan untuk menemukan istilah *register* di dalam *Downy Runway Dreams*. Sumber data dalam study ini adalah percakapan antara pemain dalam *Downy Runway Dreams*. Sebagai hasil penelitian, *register* dibagi dalam *word* dan *phrase*. Kategori pertama adalah *words,* meliputi *verb, noun, adjective,* dan *adverb*. Kategori kedua adalah *phrase* meliputi *verb phrase* dan *noun phrase*. Peneliti menemukan empat factor yang menyebabkan *register*; *participant, setting and situational context, topic of the conversation,* dan *the function of interaction.*

Kata Kunci : Language Variation, Register.