

**SLANGS PORTRAYED IN GRAND THEFT AUTO'S
INTRODUCTION CUTSCENES**

THESIS



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S U R A B A Y A**

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ABSTRACT

Gunawan, A. (2024). *Slangs Portrayed in Grand Theft Auto's Introduction Cutscenes*. English Literature Department, Faculty of Adab and Humanities, UIN Sunan Ampel Surabaya. Advisors: (I) Suhandoko, M.Pd., (II) Prof. Dr. Mohammad Kurjum, M.Ag.

This study aims to analyze slang in the dialogue and narrative found in the opening cutscenes of the Grand Theft Auto (GTA) series, specifically Grand Theft Auto: San Andreas, Grand Theft Auto IV: The Lost and The Damned, and Grand Theft Auto V. This game series is known for its representation of street culture and criminal life in major American cities, often using everyday language including slang. There are two issues this research aims to address: (1) What types of slang appear in the introductory cutscenes of the GTA series; (2) What is the contextual meanings of the slang that appears in the introductory cutscenes of the GTA series.

The research method used was qualitative analysis with a descriptive approach, where data was collected from character dialogues and texts that appeared during the introductory cutscenes. The collected data was analyzed to identify types of slang based on Allan and Burridge's Theory, while the contextual meaning was analyzed based on Dell Hymes' theory with the addition of the Routledge Dictionary by Tom Dalzell and UrbanDictionary.

The research results showed that the slang used in GTA consisted of: Fresh and Creative, Flippant, Imitative, Clipping, and Acronyms, with a total of 13, 6, 6, 15, and 2 instances found, respectively. Grand Theft Auto: San Andreas had the highest number of instances, especially clipping due to the tendency to abbreviate words into slang forms widely used by the African-American community, as well as factors such as the social street culture of the 90s, geography, the centrality of the African-American race to the story, and its criminal theme. Conversely, Grand Theft Auto V had the fewest instances collected, as most of the main roles focused on white Americans who did not have as strong a tendency as African-Americans to use slang. The meaning of slang in the introduction of the Grand Theft Auto series varied between literal definitions and slang dictionary versions. Relying solely on literal meaning could cause confusion without the provided context, while contextual meaning offered flexibility and supported various interpretations.

Keywords: Grand Theft Auto, Introduction Cutscenes, Slangs

ABSTRAK

Gunawan, A. (2024). *Slang yang Digambarkan dalam Adegan Pembukaan Grand Theft Auto*. Program Studi Sastra Inggris, Fakultas Adab dan Humaniora, UIN Sunan Ampel Surabaya. Pembimbing: (I) Suhandoko, M.Pd., (II) Prof. Dr. Mohammad Kurjum, M.Ag.

Penelitian ini bertujuan untuk menganalisis slang dalam dialog dan narasi yang terdapat dalam *cutscene* pembuka dari seri gim *Grand Theft Auto* (GTA), yang terdiri dari *Grand Theft Auto: San Andreas*, *Grand Theft Auto IV: The Lost and The Damned*, dan *Grand Theft Auto V*. Seri gim ini terkenal dengan representasinya terhadap budaya jalanan dan kehidupan kriminal di kota-kota besar Amerika, yang seringkali menggunakan bahasa sehari-hari termasuk kata-kata slang. Ada dua masalah yang ingin dipecahkan dalam penelitian ini, yaitu: (1) tipe slang apa yang muncul dalam *cutscene* pengenalan seri GTA; (2) apa makna kontekstual dari bahasa slang yang muncul dalam *cutscene* pengenalan seri GTA.

Metode penelitian yang digunakan adalah analisis kualitatif dengan pendekatan deskriptif, di mana data dikumpulkan dari dialog karakter dan teks yang muncul selama *cutscene* pengenalan. Data yang terkumpul dianalisis untuk mengidentifikasi tipe slang berdasarkan Teori Allan and Burridge, sedangkan konteks makna dianalisis berdasarkan teori Dell Hymes dengan tambahan Kamus *Routledge* oleh Tom Dalzell dan *UrbanDictionary*.

Hasil penelitian menunjukkan bahwa slang yang digunakan dalam GTA terdiri dari: *Fresh and Creative*, *Flippant*, *Imitative*, *Clipping*, dan *Akronim*, dengan total masing-masing 13, 6, 6, 15, dan 2 data yang ditemukan. *Grand Theft Auto: San Andreas* memiliki jumlah data terbanyak, terutama *clipping* dikarenakan kecenderungan menyingkat kata hingga menjadi bentuk slang yang banyak digunakan oleh Masyarakat Afrika-Amerika, selain itu terdapat beberapa faktor seperti budaya sosial jalanan tahun 90-an, geografi, ras Afrika-Amerika sebagai pusat cerita, dan tema kriminalnya. Sebaliknya, *Grand Theft Auto V* memiliki jumlah data terkumpul paling sedikit, karena sebagian besar peran utama berfokus pada orang kulit putih Amerika yang tidak memiliki kecenderungan sebanyak orang Afrika-Amerika dalam menggunakan slang. Makna slang dalam pengenalan seri *Grand Theft Auto* bervariasi antara definisi literal dan versi kamus slang. Mengandalkan makna literal saja dapat menyebabkan kebingungan tanpa konteks yang disediakan, sementara makna kontekstual menawarkan fleksibilitas dan mendukung berbagai interpretasi.

Kata Kunci: Bahasa Slang, *Cutscene* Pembuka, *Grand Theft Auto*

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