

**PRESUPPOSITIONS IN THE BACKSTORY OF
SELECTED HERO AND VILLAIN CHARACTERS IN
MOBILE LEGENDS: BANG BANG
THESIS**



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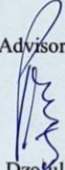
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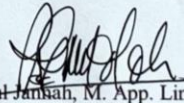
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ABSTRACT

Maretta, N. A. (2025). *Presuppositions in the Backstory of Selected Hero and Villain Characters in Mobile Legend: Bang Bang*. English Literature Department, Faculty of Adab and Humanities, UIN Sunan Ampel Surabaya. Advisors: (I) Prof. Dr. A. Dzo'ul Milal, M.Pd., (II) Raudlotul Jannah, M. App. Ling.

This study aims to analyze the types and distribution of presuppositions in the backstories of hero and villain characters in the online game Mobile Legends: Bang Bang. The research addresses two main questions: (1) What are the types of presupposition found in the backstories of the selected hero and villain characters in Mobile Legends: Bang Bang? and (2) How do presuppositions shape the character identities of hero and villain in Mobile Legends: Bang Bang?

This study employed a qualitative descriptive method to examine the backstories of one hero character, Tigreal, and one villain character, Alice, which were obtained from the official Mobile Legends website. Data were collected using documentation techniques and analyzed using Creswell and Poth's data analysis spiral. The analysis applied Yule's (1996) classification of six types of presupposition: existential, lexical, factive, structural, non-factive, and counterfactual.

The analysis revealed that presuppositions play a significant role in shaping the identity of both hero and villain characters in Mobile Legends: Bang Bang. In Tigreal's backstory, five types of presupposition were identified. They were existential, lexical, factive, non-factive, and counterfactual. These presuppositions constructed him as a disciplined, reflective, and morally grounded hero. Existential and lexical presuppositions highlighted his noble origins and life journey, while factive and non-factive presuppositions revealed his emotional struggles and strong sense of duty. Counterfactual presuppositions further embed him within a mythological setting, reinforcing his symbolic role as a warrior of light. Meanwhile, in Alice's backstory, all six types of presupposition were found. These presuppositions shaped Alice's identity as a wounded, suffering, and manipulative villain. Existential and lexical presuppositions constructed the reality of her dark origins and corrupted environment. Factive presuppositions exposed her inner turmoil and conviction, while structural and counterfactual presuppositions underscored her fall from innocence and her deliberate choice to embrace darkness. Non-factive presuppositions revealed her ambitions and belief-driven actions. These results indicate that each character's narrative utilized different distributions of presupposition types. Overall, the presence and variation of presupposition types contributed significantly in shaping the psychological depth, implied moral values, and narrative roles of the hero and villain within the game's storyline.

Keywords: presuppositions, Mobile Legends: Bang Bang, pragmatics, digital narrative, online game

ABSTRAK

Maretta, N. A. (2025). *Praanggapan pada Cerita Latar Belakang Karakter Pahlawan dan Penjahat di Mobile Legends: Bang Bang*. Program Studi Sastra Inggris, Fakultas Adab dan Humaniora, UIN Sunan Ampel Surabaya. Pembimbing: (I) Prof. Dr. A. Dzo'ul Milal, M.Pd., (II) Raudlotul Jannah, M. App. Ling.

Penelitian ini bertujuan untuk menganalisis jenis dan distribusi praanggapan dalam cerita latar karakter pahlawan dan penjahat dalam permainan daring *Mobile Legends: Bang Bang*. Penelitian ini mengajukan dua pertanyaan utama: (1) Apa saja jenis praanggapan yang ditemukan pada cerita latar karakter pahlawan dan penjahat terpilih dalam *Mobile Legends: Bang Bang*? dan (2) Bagaimana praanggapan membentuk identitas karakter pahlawan dan penjahat dalam *Mobile Legends: Bang Bang*?

Penelitian ini menggunakan metode deskriptif kualitatif untuk mengkaji cerita latar satu karakter pahlawan, Tigreal, dan satu karakter penjahat, Alice, yang diperoleh dari situs resmi *Mobile Legends*. Data dikumpulkan menggunakan teknik dokumentasi dan dianalisis menggunakan model spiral analisis data dari Creswell dan Poth. Analisis ini menerapkan klasifikasi praanggapan menurut Yule (1996) yang mencakup enam jenis: eksistensial, leksikal, faktif, struktural, non-faktif, dan kontrafaktual.

Analisis mengungkapkan bahwa praanggapan memainkan peran penting dalam membentuk identitas karakter pahlawan dan penjahat dalam *Mobile Legends: Bang Bang*. Dalam latar belakang Tigreal, lima jenis praanggapan diidentifikasi. Yaitu praanggapan eksistensial, leksikal, faktif, non-faktif, dan kontrafaktual. Praanggapan-praanggapan ini membentuknya sebagai pahlawan yang disiplin, reflektif, dan berlandaskan moral. Praanggapan eksistensial dan leksikal menyoroti asal-usulnya yang mulia dan perjalanan hidupnya, sementara praanggapan faktif dan non-faktif mengungkapkan perjuangan emosionalnya dan rasa tanggung jawab yang kuat. Praanggapan kontrafaktual lebih jauh menanamkannya dalam latar mitologis, memperkuat peran simbolisnya sebagai pejuang dari *light*. Sementara itu, dalam latar belakang Alice, keenam jenis praanggapan ditemukan. Praanggapan-praanggapan ini membentuk identitas Alice sebagai penjahat yang terluka, menderita, dan manipulatif. Praanggapan eksistensial dan leksikal membangun realitas asal-usulnya yang gelap dan lingkungan yang rusak. Praanggapan faktif menyingkapkan gejolak batin dan keyakinannya, sementara praanggapan struktural dan kontrafaktual menggarisbawahi kejatuhannya dari kepolosan dan pilihannya yang disengaja untuk merangkul kegelapan. Praanggapan non-faktif menyingkapkan ambisinya dan tindakan yang didorong oleh keyakinan. Hasil ini menunjukkan bahwa narasi setiap karakter menggunakan distribusi jenis praanggapan yang berbeda. Secara keseluruhan, keberadaan dan variasi jenis praanggapan berkontribusi secara signifikan dalam membentuk kedalaman psikologis, nilai-nilai moral tersirat, dan peran naratif pahlawan dan penjahat dalam alur cerita dalam permainan.

Kata kunci: praanggapan, *Mobile Legends: Bang Bang*, pragmatik, narasi digital, *online game*

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