

**DISCOURSE MARKERS ANALYSIS USED IN HORROR
GAMERS' CONVERSATIONS ON A GAMEPLAY OF
"BIGFOOT" YOUTUBE VIDEO**

TERM PAPER



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JAKARTA
2025**

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“BIGFOOT” YOUTUBE VIDEO**

Submitted in part-fulfillment of requirements for obtaining *Sarjana Linguistik*
(S.Li) degree



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2025**

INTELLECTUAL PROPERTY STATEMENT PAGE

I hereby declare that the term-paper is the result of my own work and not plagiarism of another work, the contents has become my responsibility. All the sources of my research and quoted or referenced have been stated correctly.

Jakarta, February 12, 2025



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LETTER OF APPROVAL

On recommendation of respective Supervisor, Academic Advisor, and Head of the Department, the term-paper submitted by Kiflan Dzaki Ghifari entitled “Discourse Markers Analysis Used in Horror Gamers’ Conversations on a Gameplay of “Bigfoot” Youtube Video” has been approved and forwarded to the English Language and Culture Department, Darma Persada University, for final evaluation before the thesis defense for obtaining *Sarjana Linguistik* (S.Li) degree to the respective candidate.

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(Kiflan Dzaki Ghifari)



DISCOURSE MARKERS ANALYSIS USED IN HORROR GAMERS' CONVERSATIONS ON A GAMEPLAY OF "BIGFOOT" YOUTUBE VIDEO

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ABSTRACT

This study aims to analyze the use of discourse markers (DM) in the conversation of horror gamers in the gameplay of "Bigfoot" in Youtube. The main focus of this research is to identify the types of DM, the pragmatic function, and how DM is used to support the virtual interaction between players in the game. The research method used is descriptive qualitative, with Brinton (1996) theoretical approach, which divides functions into two main categories; textual and interpersonal. The data collection is carried out through a data observation method by watching, listening, and note-taking the conversation. Data were analyzed using the Miles and Huberman model data analysis technique, which involves three steps: data reduction to sort out utterances containing DMs, systematic presentation of data based on DM function categories, and drawing conclusions to interpret findings based on theoretical framework. The most frequent found DM function includes opening frame marker, repair markers, and response markers. While the least frequently found DM functions are closing frame markers and sequence markers. The meaning of each DMs varies depending on the context of a conversation.

Keywords: *Discourse Markers, Virtual Communication, Multiplayer Horror Game, Digital Pragmatic, Conversation Analysis*

ANALISIS PENANDA WACANA YANG DIGUNAKAN DALAM PERCAKAPAN PEMAIN GAME HORROR PADA SEBUAH PERMAINAN VIDEO YOUTUBE “BIGFOOT”

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ABSTRAK

Penelitian ini bertujuan untuk menganalisis penggunaan discourse markers (DM) dalam percakapan pemain game horor pada video gameplay “Bigfoot” di YouTube. Fokus utama penelitian adalah mengidentifikasi jenis-jenis DM, fungsi pragmatik, dan cara DM digunakan untuk mendukung interaksi virtual antar pemain dalam permainan. Metode penelitian yang digunakan adalah deskriptif kualitatif, dengan pendekatan teori Brinton (1996) yang membagi fungsi DM menjadi dua kategori utama: tekstual dan interpersonal. Objek penelitian ini adalah video Youtube gameplay Bigfoot oleh Youtuber bernama Fooster. Pengumpulan data dilakukan melalui metode observasi dengan cara menonton, mendengarkan, dan mencatat percakapan. Data dianalisis menggunakan teknik analisis data model Miles dan Huberman, yang melibatkan tiga langkah: reduksi data untuk memilah ucapan yang mengandung DM, penyajian data secara sistematis berdasarkan kategori fungsi DM, dan penarikan kesimpulan untuk menafsirkan temuan berdasarkan kerangka teori. Fungsi DM yang paling sering ditemukan mencakup penanda pembuka, penanda perbaikan, dan penanda respons. Sebaliknya, fungsi DM yang paling jarang ditemukan adalah penanda penutup percakapan dan penanda urutan. Makna dari masing-masing DM berbeda-beda tergantung konteks pada suatu percakapan.

Kata kunci: Discourse Markers, Komunikasi Virtual, Game Horor Multiplayer, Pragmatik Digital, Analisis Percakapan

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