

## PRONOUNCEMENT

Name : Daniel Indrawan  
NIM : 3120180053  
Study Program : English Education  
Faculty : Faculty of Teacher Training and Education

I hereby sincerely state that the thesis entitled "*Analysis bound morpheme sentence in mobile legens game*" is my real masterpiece. This thesis is my original writing, a series of idea, formulations and research that I have made myself with helped by the direction of the Advisory and Examiner. This thesis has never submitted for a Bachelor's degree, either at the university concerned or at any other universities. I make this statement truthfully without any coercion from any party. The things out of the masterpiece in this thesis are my signed by citation and referred in the bibliography.

Bojonegoro, September 20<sup>th</sup> 2022

Stated by,

Bojonegoro, September 20<sup>th</sup> 2022

Stated by



Daniel Indrawan

## APPROVAL SHEET

Name

: Daniel Indrawan

NIM

: 3120180053

Title

: *entitled Analysis bound morpheme sentence in Mobile Legends Game*

Have been tested and declared qualified to be submitted in the thesis exam.  
Bojonegoro, August 27<sup>th</sup> 2022

Advisor I

MOH. ZAINUDDIN, M.Pd

NIDN. 0125117304

Advisor II

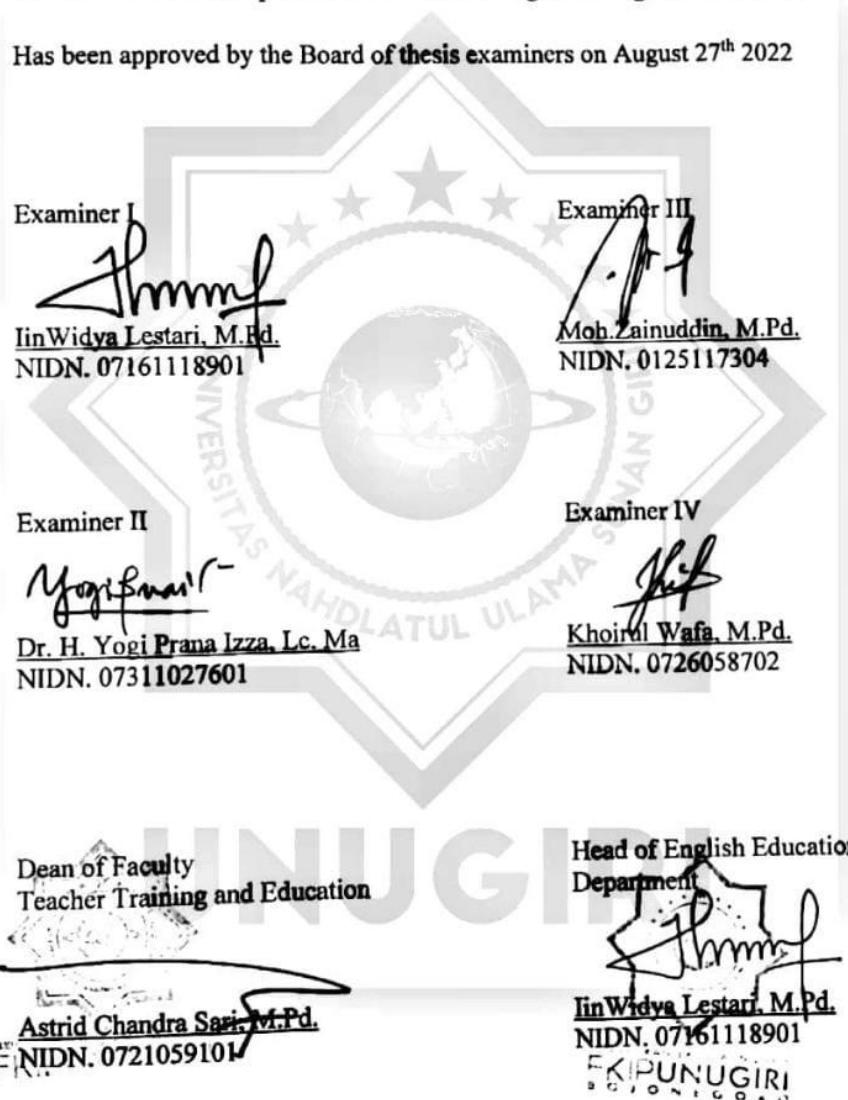
KHOIRUL WAFA, M.Pd

NIDN. 0726058702

## APPROVAL SHEET

This thesis entitled "*Analysis bound morpheme sentence in Mobile Legends Game*" written by Daniel Indrawan, has been examined on September 30<sup>th</sup>, 2022. The thesis has been approved by the Board of examiners, and declared to have fulfilled the requirement for bachelor degree in English Education.

Has been approved by the Board of thesis examiners on August 27<sup>th</sup> 2022



## MOTTO

فُلْ يَعِبَادِ الَّذِينَ ءامَنُوا أَتَقُوا رَبَّكُمْ لِلَّذِينَ أَحْسَنُوا فِي هَذِهِ الدُّنْيَا حَسَنَةٌ<sup>ۚ</sup>  
الصَّابِرُونَ أَجْرٌ هُمْ بِغَيْرِ حِسَابٍ وَأَرْضُ اللَّهِ وَسِعَةٌ<sup>ۚ</sup> إِنَّمَا يُوقَى

Qul yaa 'ibaadillaziina aamanuttaqu rabbakum, lillaziina ahsanu fii haazihid-dunyaa hasanah, wa ardullah waasi'ah innamaa yuwaffas-saabiruna airahum bigairi hisaab"

Artinya: "Katakanlah "Hai hamba-hamba ku yang beriman bertakwalah kepada Tuhanmu". Orang-orang yang berbuat baik di dunia ini memperoleh kebaikan. Dan bumi Allah itu luas. Sesungunya hanya orang-orang yang bersabarlah yang dicukupkan pahala mereka tanpa batas"

(Q.S Az Zumar 39 : Ayat 10)

We can have dreams of becoming successful but don't forbid it if those challenges and failures come upon us until we feel how painful a struggle we are doing. So, remember how great and painful is also the struggle of our parents who have been willing to sacrifice everything for us. Pray for them and be patient for us, Allah with those who are patient.

~The Writer~

## DEDICATION **UNUGIRI**

This thesis is dedicated to:

First, I dedicate this thesis to my beloved parents who have filled my life with much happiness. This achievement is my special tribute to my parents.

Second, The Lecturers of English Department

Third, All of my friends in UNUGIRI especially all member of PBI Squad 18

## **ACKNOWLEDGMENT**

All praises to Allah Almighty, the most Gracious the most Merciful. Alhamdulillah, I am very grateful for the blessing, time, health, and idea that Allah gives to me finishing this script with entitled “Analysis of bound morpheme sentence in Mobile Legends Game ”. The researcher also realizes that without the other people’s help, it’s impossible to finish this script. In this opportunity, the researcher would like to express her great appreciation to :

1. M. Jauharul Ma’arif, M.Pd.I as Rector of UNUGIRI Bojonegoro
2. Astrid Chandra Sari, M.Pd as a Decan of Faculty of Teacher Training and Science Education
3. Iin Widya Lestari, M.Pd, as the Head of English Teacher Education Departement
4. Moh Zainuddin , M.Pd and Khoirul Wafa , M.Pd, as my thesis advisor. This special thanks goes to your kindness and patience in guiding and encouraging me to do my thesis.
5. All my lecture of English Teacher Education Department who have guiding me in my study.
6. My parents. I would like to express my deepest gratitude to those who have always encouraged and accompanied me in completing this thesis with endless love, prayers, and affection.
7. All friends at UNUGIRI Bojonegoro who always help and support each other, thank you, especially for the experiences and memories.
8. All parties who have given prayers, and hugs that have helped me in completing this thesis. I am very grateful.

Finally, the researcher hopes that this thesis can be useful for all readers. The writer realizes that this thesis is not perfect. Therefore, the researcher expects corrections, criticisms, and suggestions for this thesis. All of my friends in UNUGIRI Bojonegoro who always back up and support each other thank you, moreover for the experiences and memories. All those who provided prayers, and hugs for helping me to accomplish this thesis.

## Abstrack

Daniel Indrawan (2022).*Analysis of bound morpheme sentence in mobile legends game announcer.* A thesis. English Language Education Department, Faculty of Education and Teacher Training, Universitas Nahdlatul Ulama Sunan Giri Bojonegoro. Advisor I: Moh Zainuddin, M.Pd. Advisor II: Khoirul Wafa , M.Pd.

This purpose of this study is to analyze the bound morpheme in the mobile legends game announcer. Based on the result of the study where the data analysis is presented in tabular form. Based on the result of the study it can be concluded that the sentence contain bound morpheme word, which one of them are derivational morphemes that function as changing noun to adjective and changing verb to adjective. The other data are inflectional morpheme which functioin as plural, third person, past tense singular, continuous tense. From the calculation result, it seen the number of derivational morphemes is 24 percent while inflectional morphemes reaach 76 percent. So it can concluded that the inflectional morphems are most dominant in the sentence Mobile lgends game voice announcer.

**Keywords:** Sentence Voice Announcer, Bound Morpheme, Derivational Morphem, Inflectional Morpheme.

**UNUGIRI**

## Abstrak

Daniel Indrawan (2022). Analisis kalimat morfem terikat pada penyiar game mobile legends. Sebuah tesis. Jurusan Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Keguruan, Universitas Nahdlatul Ulama Sunan Giri Bojonegoro. Pembimbing I : Moh Zainuddin, M.Pd. Pembimbing II : Khoirul Wafa , M.Pd.

Tujuan dari penelitian ini adalah untuk menganalisis morfem terikat pada penyiar game mobile legends. Berdasarkan hasil penelitian dimana analisis data disajikan dalam bentuk tabel. Berdasarkan hasil penelitian dapat disimpulkan bahwa kalimat tersebut mengandung kata morfem terikat, yang salah satunya adalah morfem turunan yang berfungsi sebagai pengubahan kata benda menjadi kata sifat dan mengubah kata kerja menjadi kata sifat. Data lainnya adalah morfem infleksional yang berfungsi sebagai jamak, orang ketiga, past tense tunggal, continuous tense. Dari hasil perhitungan, terlihat jumlah morfem turunan sebesar 24 persen sedangkan morfem infleksional mencapai 76 persen. Sehingga dapat disimpulkan bahwa morfem infleksional paling dominan pada kalimat penyiar suara game Mobile Legends.

Kata kunci: Penyiar Suara Kalimat, Morfem Terikat, Morfem Turunan, Morfem Infleksional

**UNUGIRI**

## TABLE OF CONTENT

COVER .....	i
PRONOUNCEMENT .....	iii
APPROVAL SHEET .....	iv
APROVAL SHEET .....	v
MOTTO.....	vi
ACKNOWLEDGMENT .....	vii
ABSTRACT .....	viii
TABLE OF CONTENT .....	x
<b>CHAPTER I</b>	
<b>INTRODUCTION</b>	
1.1 Background of the study .....	1
1.2 Research Question.....	13
1.3 Research Objectives .....	13
1.4 Research Limits.....	14
1.5 Research Benefits.....	14
1.6 Benefit for English Learner.....	14
1.7 Benefit for Gamers .....	15
1.8 Definition of term .....	15
1.8.1 Definition of Mobile Legends .....	15
1.8.2 Definition of Morpheme .....	17
1.8.3 Definition of Bound Morpheme.....	18
<b>CHAPTER II</b>	
<b>REVIEW OF THE LITERATURE</b>	
2.1 Theoretical studies .....	20
2.1.1 Undersstanding of morphology .....	20
2.1.1 Morphology .....	20
2.1.2 the Affix un .....	40
2.1.1.3 Stress Prefixes .....	41
2.1.1.4 Affix .....	42
2.1.1.5 Phonological.....	43
2.1.1.6 Locative .....	44
2.1.1.7 Morphological Geminates.....	45
2.1.1.8 Prefix dis .....	47
2.1.1.9 Suffix iy.....	48
2.1.1.10 Two kinds of Morphology .....	50
2.1.1.11 The nature of Derivational .....	52
2.1.1.12 The nature of Morpheme.....	53
2.1.1.13 Processing of Inflection in L1 .....	55
2.1.1.14 Processing of Inflection in L2 .....	58
2.1.2 Understanding The Language .....	60

2.1.2.1 Word.....	68
2.1.2.3 Words and Lexemes, and tokens.....	68
2.1.2.4 The Mental Lexicon .....	71
2.1.2.5 Acquisition of lexical knowledge.....	71
2.1.2.6 The organization of the mental lexicon.....	71
2.1.2.7 words and Sentences .....	72
2.1.2.8 Roots, Affixes and their Shapes .....	74
2.1.2.9 Forms of nouns.....	74
2.1.2.10 Forms of Adjectives .....	75
2.1.2.11 Adverbs derived from adjectives .....	77
2.1.2.12 Nouns derived from member other word classes.....	77
2.1.2.13 Adjectives derived from adjectives .....	78
2.1.3 Understanding Bound Morpheme .....	78
2.1.4 Conceptual Framework .....	79
2.1.5 Relevan Research Result .....	80

### **CHAPTER III**

#### **RESEARCH METHOD**

3.1 Descriptive Method Research .....	82
3.2 Research Qalitative Method .....	82
3.3 Research Objects .....	83
3.4 Tecnicue Collecting Data.....	83
3.4.1 Analysis Content .....	84
3.4.2 Interview .....	85
3.4.3 Documentation .....	87

### **CHAPTER IV**

#### **RESEARCH DINDINGS AND DISCUSSION**

4.1 Research Findings .....	89
4.2 The Result of Data Analysis .....	92
4.3 The Result of Data Analysis .....	94
4.4 The result of Grammatical Meaning .....	94
4.5 Discussion .....	

### **CHAPTER V**

#### **CONCLUSION AND SUGESTION**

5.1 Conclusion .....	99
5.2 Suggestion .....	99

### **ATTACHMENT**

#### **REFRNECE**