

TABLE OF CONTENT

DECLARATION	2
ABSTRACT	i
ACKNOWLEDGEMENT	ii
TABLE OF FIGURES	vi
LIST OF TABLES	vii
CHAPTER I	1
INTRODUCTION	1
A. Background of Study.....	1
B. The Problem of Study.....	6
C. The Objective of Study.....	6
D. The Scope of Study	7
E. The Significant of Study	7
CHAPTER II.....	8
REVIEW OF LITERATURE	8
A. Theoretical Framework	8
1. Pragmatics	8
a). Impoliteness	9
b). Politeness	9
c). Impoliteness Concept : The Rule of Emotion	10
d). Language.....	12
2. Primary Emotion : In the Field of Psychological Theory	12
3. Game Online	15
B. Relevant Studies	16
C. Conceptual Framework	20
CHAPTER III	22

METHODOLOGY.....	22
A. Research Method.....	22
B. Data And Source of The Data	22
C. Technique and Instrument for Collecting Data	23
D. Technique for Analyzing the Data	23
CHAPTER IV	24
FINDINGS AND DISCUSSION.....	24
A. Data Analysis	24
1. Types of Impoliteness	24
2. Realization of Impolitenes	25
3. Reason of Impoliteness	29
C. Research Findings	31
D. Discussion	32
CHAPTER V.....	35
CONCLUSION AND SUGGESTION	35
A. Conclusion.....	35
B. Suggestion	36
REFERENCES.....	37
APENDIX UTTERANCES OF PLAYERS MOBILE LEGENDS GAME ...	42