IN-GAME CHAT OF THE COMPUTER GAME WARCRAFT III: DOTA ALLSTAR (THE STUDY OF WORD-FORMATION PROCESSES)

A THESIS



By: Adi Candra B St.N: 120510921

ENGLISH DEPARTMENT FACULTY OF HUMANITIES AIRLANGGA UNIVERSITY SURABAYA 2010

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Submitted as Partial Fulfillment of the Requirement for the Sarjana Degree of English Department FACULTY OF HUMANITIES Airlangga University Surabaya

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DECLARATION

This thesis contains no material which has been accepted for the award of any other degree or diploma in any university. And to the best candidate's knowledge and belief, it contain no material previously published of written by other person except where due reference is made in the text of the thesis.

Surabaya, 2 July 2010 Writer,

Adi Candra B 120510921

I DEDICATED THIS THESIS TO MY FAMILY AND ALL WHO LIVE IN MY HEART

IN-GAME CHAT...

Approved to be examine Surabaya, 2 July 2010

Thesis Advisor

<u>Yulia Indarti M.A.</u> NIP. 197807272003122001

Head of English Department

<u>Diah Ariani Arimbi, S.S., M.A., Ph.D</u> NIP. 197004051994032003

ENGLISH DEPARTMENT
FACULTY OF HUMANITIES
AIRLANGGA UNIVERSITY
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This thesis has been approved and accepted by the Board of Examiners, English Department Faculty of Humanities, Airlangga University On 21 July 2010

The Board Examiners are:

<u>Drs. Jurianto, M.Ed.</u> NIP. 196505191991031003

<u>Yulia Indarti, M.A</u> NIP. 197807272003122001

<u>Lilla Musyahda, M.Pd</u> NIP. 196612102007012001

<u>Dra. Anna Dewanti, Dipl.Tesl</u> NIP. 196012011985112001

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SKRIPSI

Surabaya, 2 July 2010

Adi Candra B

Vİİİ IN-GAME CHAT... ADI CANDRA B

Success

To laugh often and much;

To win the respect of intelligent people and the affection of children;

To earn the appreciation of honest critics and endure the betrayal of false friends;

To appreciate beauty, to find the best in others;

To leave the world a bit better, whether by a healthy child, a garden patch or a

redeemed social condition;

To know even one life has breathed easier because you have lived.

This is to have succeeded.

(Bessie Stanley)

I'll do my best

(as said by Gondar, the Bounty Hunter, a character of DotA Allstar)

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