Language Function by The Main Character in "The Last of Us Part 2" Video Games

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ABSTRACT

This study was conducted by using descriptive qualitative method. It was concerned with the description of data in the form of utterances by the main character in The Last of us part 2 Video Game (2020). In conducting this research, the researcher (1) found out the types of language function in The Last of us part 2 Video Games. (2) described the realization types of language function in The Last of us part 2 Video Games. In the application of the language function, the last of us part 2 video games utterances used Jakobson's theory. The result showed first, that most dominant type of language function in Jakobson's theory is Expressive Function with (37%). The percentage directive function is (32%). The percentage Metalinguistic function is (20%). The lowest percentage in language function that Referential function is (11%). Second, The realization of language function described, such as : Expressive Function, that is action from another character make a feeling to main character, for example : (Jesus! You almost gave me heart attack, Fuck!, Gotcha!!, Just banged up!), Directive Function, is about attempt to get someone to do something. For example: (You better run little shit1, Run Dina!, No!, okay!), Referential function, is the communication of information, for example (oh, there's the ski lodge, that's the one on Tommy and Joel's route), Metalinguistic function explain about the answer is code itself, for example: (just another evacuated neighborhood)

Keywords:
Language Function, The Last of us Part 2, Video Games, Utterances

INTRODUCTION

Language plays an important role in human life, because of language serves as a means of communication between humans. The study of language is a topic that will never be completed, because language is central to the human person's life, and in a civilized society, no human activity is complete without it. In language, there is communication interaction. Communication is the foundation of successful human societies in every

encounter that occurs in society; it is through communication that collaboration and cooperation occur. People may not know that spoken or written sentences have a function while communicating. However, if people speak without a purpose, the listener may become confused. It signifies that the language function assists listeners in attaining of a speaker's utterance. According to Nasr (1984) Language is a system of vocal activity that represents meanings obtained from human experiences. Communication is necessary for establishing a close relationship. The importance of strong communication and language in achieving pleasure cannot be overstated. Savignon (1983) defined a language function as the aim of an utterance rather than the specific grammatical shape it takes. In other words, the function of language is related to what human do with language.

The researcher very interested in researching The Last of Us Part 2 Video Games because this video game is one of the games the researcher has ever played. There is a language function that is also used in this video and another reasons is that, the video game is a popular video game among Play station/Pc Gaming players. Therefore, the researcher wants to find out further what types of language functions are contained in this video game. Because of the many language functions used, both by Ellie and other characters, to find the antidote in The Last of Us Part 2 Video Game, the researcher was able to analyze The Last of Us Part 2 Video Games as the object of research and the film script as a data source. The researchers are interested in how the main characters in the video game encourage each other to achieve their goals, which also include revenge to Abby and refused to make a vaccine against the virus. The language itself consists of several functions, namely providing information, conveying massage, expressing feelings, persuade people and share opinions. The language itself has multiple functions, as providing information, conveying massage, expressing feelings, persuading people, and share information. The Last of us part 2 is one of Interesting attractive Video Games. The Last of us Part 2 is a Game that was released in 2020 and is a game with the Survival Horror genre developed by Naughty Dog. This video game tells the story of a woman named Ellie who must survive the spread of a virus that is sweep the world while taking revenge on Abby a member of the WLF the organization that killed Joel, the man who saved him when he was young. The last of us part 2 successfully broke the latest record as the only game title that won the most Game of the Year awards in the history of the game industry. The Last of us part 2 gained recognition and won many awards, including: The Last of us part 2 is was critically acclaimed and produced over 4 million copies, it won the BAFTA Games Award for EE Games of the Years, receiving Awards at SXSW

namely Best Game Direction, Best Narrative, Best Audio Design, Best Performance (for Laura Bailey's performance as Abby), and Best Action/Adventure Game.

Addresser (a sender, speaker, writer); addressee (a receiver, hearer); contact: a physical channel and psychological connection between an addresser and addressee; common code (language); and message are the six elements or factors of communication identified by Jakobson's model of the functions of language (Jakobson, 1985:143). Hebert (2011) describes each factor as the focal point of a relation or function that acts between the message and the factor. Referential Function, Emotive Function, Conative Function, Phatic Function, Metalingual Function, and Poetic Function are the many functions.

LANGUAGE FUNCTION

A language that is used for social purposes is known as a language function. The speakers revolved around language. It acts as a symbol of the speech sound systems that were once developed to communicate with the general public. The development of good language is based on a system, or a set of rules which speakers follow. Fundamentally, language is used not just as a means of communication, to express or deliver information, or to express thoughts, feelings, or ideas, but it also offers a variety of other purposes. According to Trudgill (1984) how language works includes understanding its purpose, how it is used, and what it does.

According to Halliday (1973) functional approach to language involves first and primarily investigating how language is employed; attempting to determine what purpose language serves for us and how people are able to accomplish these goals through speaking, listening, reading, and writing. That is to say, the language function refers to the objective itself. As a result, the language functions assist listeners in reaching the aim of someone's speech.

According to Wardhaugh (2006) divides the function of language into five functions, they are Informational functional (language is used to convey information), Expressive functional (language is used to express the speaker's feelings or attitude), Directive functional (language is used to influence the listener's behavior or attitude), and Aesthetic functional (language is used to create an aesthetic effect). It's found in Poetry and Phatic function (it's used to keep social interactions alive).

TYPES OF LANGUAGE FUNCTION

According to Jakobson in Holmes (2001) classifies language functions into six types. They are expressive, directive, poetic, phatic, referential, and metalinguistic functions. Those six types of language will be explained as follows:

1. *Expressive Function*

The speaker's feelings are expressed through the expressive function. This focuses on the word addresser, which refers to how a speaker addresses a message. The purpose of the expressive function is to communicate the emotion or expression of the speaker. The purpose of a direct expression of the speaker's attitude toward the topic of the utterance. It tends to give the impression of a certain emotion, whether real or not. It emphasizes the addresser's own view regarding the message's content.

This also includes expressing pleasure, displeasure, dislike, inquiring about interest, expressing surprise, expressing hope, expressing satisfaction, expressing dissatisfaction, inquiring about satisfaction and dissatisfaction, expressing disappointment, expressing fear or worry, expressing inquiring about worry or fear.

2. *Directive Function*

The directive function entails trying to encourage someone to take some action. It refers to the language that is used to motivate (or prevent) overt action. The most typical use of such a function is in instructions and requests. The directive function focuses on the addressee; it indicates that the speaker wants to provoke a response from the listeners or to push someone to take a particular action. The directive function's goal is to pass on the speaker's directives.

This also includes expressing agreement and disagreement, denying something, accepting or declining an offer or invitation, offering to do something, stating whether one knows or does not know about something or someone, inquiring whether something is considered possible or impossible, expressing capability or incapability, expressing whether something is considered a logical conclusion, and expressing whether something is considered possible or impossible (deduction), expressing one's confidence and uncertainty about something, inquiring whether others are obligated to

do something, giving and seeking to do something, inquiring if others have permission to do something, expressing that permission is withheld.

3. Referential Function

The term "referential function" refers to the ability to deliver information. The communication of information is essentially the referential function. This function confirms or denies propositions, such as those found in science or factual statements. These sentences have a truth value, which means statements are either true or false (with the condition that we could not know what that value is). As a result, they are essential for logic. The referential function is concerned with the context; it refers to the referent or subject matter of the discourse, as well as what it refers to. The purpose of the referential function is to communicate information.

4. Metalinguistic Function

The term "metalinguistic function" refers to a function that comments on the language itself. The use of words to discuss or describe oneself is this function. It brings more attention to the code itself, allowing it to be clarified or negotiated. This is the function of language in relation to language. In questions like "Sorry, what did you say?" where the code has been misunderstood and has to be corrected or clarified, the metalinguistic function is also important. The metalinguistic function's goal is to communicate the codeanalysis.

5. Poetic Function

The term "poetic function" refers to a focus on a language's aesthetic features. It's when the message's essence is represented in the form used. More than just the content was communicated by messages. They always have our own inventive "touch." The only function of these additions is to make the messages "nicer." The ability to manipulate language in a creative way is what the word poetic refers to, not the ability to write poetry. The poetic function's purpose is to convey pleasure.

6. Phatic Function

Expression of solidarity and empathy with others is referred to as phatic function. The phatic function helps in contact development and refers

to the communication channel. It either opens the channel or investigates to see how it is working for social purposes. This function is used to determine whether or not a person is social. As a result, vernacular words are occasionally utilized in this function. The phatic use of language is distinctive of speech, but it can also be noticed in certain types of writing, such as letters, where the greeting Dear Sir/Madam and the closing Yours Faithfully also serve that function.

The above explanations lead us to the conclusion that there are six different types of language functions. The writer will use both the Expressive and Directive functions even though they're used by the main characters, so the writer will use this theory to determine what language functions are used by the main characters in The Last of us Part 2 Video Games.

Tsur (2010) carry out the poetic function and aesthetic qualities: cognitive poetics with the Jakobsonian mode. The researcher used Jakobson's theory for study, according to Jakobson, the poetic function forces readers or listeners more than other linguistic functions to attend to the signifiers in linguistic signs, away from the signified.

This it does by superimposing similarity on contiguity. As to aesthetic qualities, when you say "The music is sad", or "This poem is sad", do not refer to a mental process of the music or the poem, but report that you have detected a structural resemblance between an emotion and the music or the poem. This is their aesthetic quality, Similarity between linguistic units in a continuous text may be exploited so as to display a perceptual quality that has a structural resemblance to human emotions. Within this theoretical framework, the paper explores how landscape descriptions can have a structural resemblance to human emotions; how rhyme and acoustic energy may contribute to emotional qualities; how Jakobson's distinction between babbling and the arbitrary referential sign may illuminate poetic language; how alliteration may distinguish poetic from other kinds of language, but also hypnotic from other kinds of poetry; finally, it will account for the artificiality of visual patterning in poetry, but also for its relationship to mysticism.

Elffers (2017) examined analysis language function and interjections in debate . This paper explain about Five views of the function of interjections, developed in the first half of the 20th century by the psychologist-linguist Bühler, the linguists Gardiner, and Jakobson, and the psychologists Révész and Duijker, are discussed. All five scholars reject the earlier

psychologism that reinforced the traditional emotion-expressive view of interjections; all of them argue for a listener-directed, communicative view of language in general, and all include a specific appeal-to-the-listener-function in their model of language functions. My original hypothesis was therefore that these scholars would reject the one-sided traditional view that interjections mainly express the speaker's emotions, acknowledging instead that the central function of most interjections is to make some appeal to the listener (a view supported by recent investigation of a corpus of spoken Dutch, which shows that only 7% fulfils a purely expressive function). As it turns out, however, all five scholars support the traditional view and attributed an expressive function to interjections. In this paper reasearcher try to explain this unexpected result.

METHOD

RESEARCH DESIGN

The Researcher used a descriptive qualitative method to write this thesis, which is acceptable for the purpose of this research. Qualitative research can take the form of descriptive research. The information was obtained in the form of words rather than figures as a descriptive explanation. The research's result includes data references to illustrate and substantive the presentation. Descriptive research seeks to accurately characterize a phenomenon based on research characteristics, with data processed through interpretation rather than statistical analysis. The writer use Miles, Huberman , and Saldana's (2014) approach to analysis the data, which includes the steps of condensing data, displaying data, and obtaining and validating a conclusion.

The researcher used library research to gather data. As second data related to the topic, the writer watched video games and read books, articles, journals, and data traffic. It is obvious that the writer collected the data in the form of words or quotations from Naughty Dog's The Last of Us Part 2 Video Games and other sources.

THE SOURCE OF DATA

The writer collected information for the research from "The Last of Us Part 2 Video Games by Naughty Dog." The researcher gets the script from Reddit.com and streamed the video game on YouTube through the channel MKIceAndFire. The writer

based the language functions used by the main characters in The Last of Us Part 2 Video Games on the dialogues and images from Video (Subtitle English).

THE TECHNIQUE DATA COLLECTION

The following some of the steps in the data collection technique that the writer use in this study:

1. Collects all data from the Video Games that has been taken from script film and other sources that are closely relevant to the research's purpose, as well as watched and rewatched The Last of Us Part 2 Video Games by Naughty Dog and articles in the cyber data as many as possible that show a form of problem.

2. After collecting all relevant sources, the writer reads the information several times to make sure the data is consistent with the research.

3. Making a note of the words or sentences, as well as all the significant claims and information, and then make a note of the data. After carefully reading the materials, the writer highlighted any important terms to make the analyzing process for the research easier.

4. After identifying and classifying all of the data, the writer processed the data in order to examine it. Finally, as the last step in the qualitative research, the writer developed a good arrangement for the thesis itself.

THE TECHNIQUE DATA ANALYSIS

Following the collection of all data by using the technique explained above, the researcher was analyzed by using the following steps:

1. Identified the data

2. Classified and listed the data into the various language function based on Miles, Huberman , and Saldana's (2014) theory

3. Describe the types language function in The Last of us part 2 video games

4. Concluded in findings.

RESULTS

Findings and conclusions are presented based on research question about the Language Function in The Last of us Part 2 Video Games. In the finding section, the data is

presented in the form of tables, one of which is table A. while the complete is presented in the appendix.

Language Function of 6 types namely Expressive Function, Directive Function, Referential Function, Metalinguistic Function, Phatic Function, Poetic Function. After the data were collected and transcribed, the data obtained were then classified according to the Roman Jakobson's Theory.

Types of Language Function in The Last of us part 2 Video games

Based on Roman Jakobson's theories as shown in the table below, researcher have divided Language Function into six types : Expressive, Directive, Referential, Metalinguistic, Phatic, Poetic Function. Table A. The percentage of Language Function in The Last of us part 2 Video game.

Table 1. The distribution of each type of Language Function by Main Character in The Last of us part 2

No	Classification of Language Function						Number of Language Function	Percentages
1	Expressive	Surprise	Pleasure /Displeasure	Satisfaction /Dissatisfaction	Fear /Worry	Hopes		
		36	20	5	3	15	80	37%
2	Directive Function	Encourage Someone	Agreement /Disagreement	Knows /doesn't know	Confidence	Capability /Incapability		
		24	13	7	3	23	70	32%
3	Referential Function						23	11%
4	Metalinguistic Function						43	20%
5.	Phatic Function						0	0
6.	Poetic Function						0	0
	Total						216	100%

In the table above, several types of language functions are explained and the total number of utterances found in Ellie's utterances as the main character in The Last of us part 2. The total number of utterances obtained is 216, the most dominant types of language functions used by Ellie are Expressive and Directive Functions. , that is, there are 80 and 70 utterances.

Meanwhile, the type of language function that Ellie used the least is the referential function, which consists of 23 utterances. Then, there are two types of language functions that are not found in Ellie's utterances in the last of us part 2, namely Phatic and Poetic functions.

The Realization of Language Function in The Last of us part 2 Video games

There were four types of Language Function in The Last of us Part 2 Video games. The four categories are Expressive Function, Directive Function, Referential Function, Metalinguistic Function. In the section that follow, each is discussed in depth, including a detailed analysis of how the data is classified into different Language Function.

Table 2. Sample of the Realization Language Function by Main Character in The Last of us part 2 Video Games

No.	Types of Language Function	Types of Description	Description
		SURPRISE EXPRESSION	
1	Expressive Function	1. U1 Ellie : Jesus! You almost gave me a heart attack!	Ellie surprised when another character (Joel) came and hit Ellie's shoulder. **(Surprise Expression)**
		2. U2 Ellie : Hey!	Ellie got surprised because Joel come to meet Ellie with suddenly **(Surprise Expression)**
		3. U13 Ellie : oh shit Fuck!	Ellie is surprised with another character (Jesse) because Jesse knocks on Ellie's door and wakesEllie from sleep. **(Surprise Expression)**
		4. U26 Ellie : Oh my God!	Ellie put on a surprised expression when Jesse said that Dina was Ellie's girlfriend
		5. U31 Ellie : Ow!!	Ellie and Dina was talking each other and suddenly there's children throw snowballs to Ellie **(Surprise Expression)**
A "Surprised expression" is one of the various types of expressive functions that can be used as examples. First, utterances (U1, U2, U13, U26, U31) each describe a situation that surprised Ellie. For example, in utterance (U1), Ellie was surprised when Joel touched her shoulder while she was listening to music. In utterance (U2), Ellie was also surprised when Joel surprisingly entered Ellie's room. In utterance (U13), Ellie was surprised when Jesse knocked on her door, which shocked Ellie. In utterance ((U26) When someone acts in a way that causes Ellie to express emotions and words that are shock, like when Jesse stated that Dina was Ellie's girlfriend, Ellie was shocked. In utterances (U31) Ellie and Dina were talking to each other and children are throwing a snowball at Ellie which makes her get shocked. The realization of the			

		Expressive function of 'surprised' when actions from another character make a feeling of surprise.	
Pleasure and Displeasure Expression			
		6. U13 Ellie : Fuck!	Ellie was sleep and there's someone knocked on Ellie's door and make Ellie wake up **(displeasure expression)**
		7. U24 Ellie : Shit, fuck me !	When Shets (another character) come to Ellie because Shets want to talk with Ellie, but Ellie won't talk to Shets **(displeasure expression)**
		8. U38 Ellie : interesting!	Ellie was excited because Dina was compatible with Jesse, because Ellie get crush on Dina **(pleasure expression)**
		9. U104 Ellie : Yes	Ellie was feel happy because she can open the gate with break the secret password **(pleasure expression)**
		10. U15 Ellie : You're worst	Ellie expresses her distaste for Jesse ask to Ellie for get prepare and dressed **(displeasure expression)**

Second, an example of an expressive function of the "Pleasure and Displeasure" types can be found in utterances (U13, U24, U38, U104, U15). In utterances describe situations where Ellie feels pleasure or displeasure things, (U13) when Ellie doesn't like or bothers when Jesse calls Ellie while Ellie is asleep, (U24) Ellie doesn't like when Jesse talks about what happened last night, (U38) Ellie was happy when Ellie found out that Dina had no feelings for Jesse, (U104) Ellie was happy when she managed to open the locked gate, (U15) Ellie was not happy when Ellie was told to get ready by Jesse. The realization of the Expressive function of 'Pleasure and Displeasure types' is when Ellie feels something that she feels pleasure and displeasure which is done by other characters and in the end, Ellie expresses Pleasure and Displeasure feels expressive.

Hopes Expression			
		11.U20 Ellie : I Know, I just didn't want to think	Jesse who was talking about last night and make Ellie's awkward and make Ellie ask and hope for not talking about it again

		12.U47 Ellie : No, from old age living long life	Dina and Ellie was talking about Eugene's long life and then makes Ellie hope for long life like Eugene
		13.U67 Ellie : I hope there's a way for through	Ellie hopes can out from that room for escape

Third, an example of an expressive function of the " hopes" types can be found in utterances (U20, U47, U67). In utterances explain the situation where she experienced things that made Ellie express her feelings of hope for herself, (U20) when Jesse always talked about Ellie's relationship with Dina, Elli hoped that Jesse would not talk anymore about the incident, (U47), Ellie found Eugene's photos and hoped will live long like Eugene. In utterances (U67) Ellie in the room makes hopes that Ellie can found the exit door. The realization of the Expressive function of 'Hopes' types when Ellie feels things that should or shouldn't happen to her and Ellie finds something that Ellie wants to be what She wants.

Satisfaction and Dissatisfaction Expression			
		14. U34 Ellie : Gotcha!!	Ellie feel satisfaction that she can hit a snowball to children's **(satisfaction)**
		15.U39 Ellie : It's pretty Nice!!	Ellie feel satisfaction because see a very nice view **(satisfaction)**
		16.U60 Ellie : That's good	Ellie expresses satisfaction because Ellie gets a compliment from Joel. **(Satisfaction)**
		17.U60 Ellie : Damn!	Ellie feel dissatisfaction because Ellie missed out to shot Flicker **(Dissatisfaction)**
		18.U102 Ellie : I'll fucking kill you!!	Ellie's screamed dissatisfied because Ellie didn't kill Abby who had killed Joel. **(Dissatisfation)**

Fourth, the expressive function of 'Satisfaction and Dissatisfaction' types can be found in utterances(U34, U39, U60, U102). The Realization occurs when Ellie succeeds or fails to do something and in the end, Ellie expresses feelings of satisfaction or dissatisfaction

Fear/Worry Expression			
		19. U69 Ellie : Just Ellie about banged up!	Ellie feels worry about Ellie almost killed by Flicker/Zombie

		20. U84 Ellie : Dina, Shit!	Llie is worry to Dina because Dina takes off the mask when Ellie and Dina enter the poison area because Dina wants to give her mask to Ellie because Ellie's mask is cracked and Ellie refuses and forbids opening the mask
		21. U39 Ellie : Exactly what if Joel the need help	Ellie feel worry about the Joel's condition because Ellie got news from Jesse that Joel got caught by Abby
		22. U74 Ellie : Those blind motherfucker skin crawl	Ellie feels scared about see Flickers face
		23. U50 Ellie : Hmmm...spooky	Ellie feels scared because Ellie enter the empty's orchestra room and she felt a scary vibes

Fifth, an example of an expressive function of the 'fear/worry' types can be found in utterances (U69, U84, U39, U74, U155). The realization of the Expressive function of 'Fear/worry' types when situations that make Ellie uncomfortable such as being afraid of something and causing feelings of fear/worry

Directive Function			
Trying to encourage someone to take some action Expression			
		24.U33 Ellie : You better run. You little shit!	Ellie ask to children to run so that the children would not be hit by a snowball attack from Ellie
		25.U65 Ellie : Let's keep circling the building, gotta be away in .	Ellie ask to another the character (Dina) to go building, around the building to make sure and be sure that there was a Flicker (Zombie) in the area around the building.
		26.U100 Ellie : Please stop! Don't do this	Ellie ask begging to Abby for stop hit Joel
		27.U91 Ellie : Under here!	Ellie ask to Dina to pass through under area to exit the room.
		28.U139 Ellie : Run Dina!	Ellie ask to Dina for Run because Ellie and Dina pursued by Flickers/Zombie.

First, an example of a Directive Function of the 'Trying to encourage someone to take some action-type can be found in utterances (U33, U65, U100, U91, U138) in each of the utterances described a situation that made Ellie for Trying to encourage someone to take some action, (U33)Ellie give a command to another character for the run, (U65) Ellie has the other characters surround the building, (U100) Ellie asks to another character for stop hit Joel, (U91) Ellie asks to another character to through the road from below, (U139) Ellie asks to another character for a run because they are chased by Flicker. The realization of the Directive function of 'Trying to encourage someone to take some action' when a situation where Ellie has to give a command to another character that makes the other Character act on Ellie's command.

		Agreement/Disagreement Expression	
		29. U11 Ellie : Deal!	Joel invites Ellie to learn to play guitar with him. Then, Joel asked Ellie if she would be willing to take a class with Joel and Ellie said "deal" to Joel. It leads to a directive because it expresses agreement **(Agreement)**
		30. U77 Ellie : Agreed!	Ellie agreed about statement of Dina that Dina ask to Ellie for continue the Mission that looking for the safe room **(Agreement)**
		31. U21 Ellie : No!	Ellie refuses Jesse's offer by offering Ellie breakfast **(Disagreement)**
		32. U78 Ellie : Okay!	Ellie accepts Dina's offer to climb the rope and explore the roof above **(Agreement)**

Second, an example of an expressive function of the "Expressing Agreement/Disagreement" types can be found in utterances (U11, U77, U21, U78,). The realization of the Expressive function of 'Expressing Agreement/Disagreement' When a situation where another character makes an offer to Ellie and makes Ellie like or dislike the offer, then Ellie answers with Agree or disagree with the offer.

		Knows or doesn't know about something or someone Expression	
		33. U37 Ellie : You've been together so long	Ellie claims to know about the relationship between Jesse and Dina. This statement is expressed in the Directive function because the explanation states that you know something/someone.
		34. U42 Ellie : Hey I'm gonna guess this was Eugene's	Ellie refers confidence to Dina that belongs to Eugene's
		35. U46 Ellie : I think we should go out like Like Eugene's	Ellie states that They should go out like Eugene, this leads to the Directive function because it states that they know about someone
		36. U87 Ellie : Oh my God! It's Tommy and Eugene , They looks like baby here	It's refers to express knowing or not about something/ someone. So, Ellie here found a Picture of Tommy and Eugene and Ellie recognize him .
		37. U136 Ellie : that's her, that's the one who killed him	Ellie show a Abby's picture to Dina and tell to Dina that the picture was Abby who killed Joel.

Third, an example of an expressive function of the "one knows or does not know about something or someone" type can be found in utterances (U37, U42, U46, U87, U136). The realization of the Directive function of 'one knows or does not know about something or someone When Ellie is in a situation where Ellie finds something / meets someone before and already knows each other / knows each other and makes Ellie remember that person or ownership of the object.

		Confidence Expression	
		38. U55 Ellie : must to be !	Ellie refers statement about Directive function refers to confidence's statement because Ellie believe that there's someone outside still makes a movie
		39.U85 Ellie : alright, make let's make sure it's clear	Ellie asks Dina to make sure everything will be clear
		40.U108 Ellie : I'll be fine	Ellie's make sure to fine Dina that Ellie's will be

Fourth, an example of an expressive function of the "Confidence" types can be found in utterances (U55, U85, U108). The realization of the Directive function of 'Confidence' types when Ellie is in a situation where Ellie is confident about what she will face, and makes confidence in herself and others.

		Capability/Incapability Expression	
		41. U75 Ellie : I'm Pro	Ellie make sure to Dina about Capability for killFlickers (Capability)
		42. U51 Ellie : Keep Dreaming!	Ellie tells Dina to keep dreaming because Dina really wants to have a dream. She wants to travel around the world. It refers to a directive function that explains whether to declare ability or not (Capability)

Fifth, an example of an expressive function of the "Capability/Incapability" types can be found in utterances (U75, U51). The realization of the Directive Function of expressing 'capability/incapability' types the same as before, namely 'Confidence 'types, but here Ellie is in a situation where she is also able to face the things she faces but with the habit of doing these activities or being called (professional), and in this type, only ability is shown, the researcher did not find any type of disability on utterances.

		Referential Function	
		43. U44 Ellie : Oh, there's the Ski Lodge , that's the one on Tommy and Joel's route Dina : That's the one	Ellie informs to another character (Dina) that the Ski Lodge is where Tommy and Joel's Route is located.
		44. U52 Dina : What movie are you guys going to watch? What Joel's into?	Ellie answers questions from other characters (Dina) and answers from Ellie is an Information about another character's

		Ellie : Uhh..., Cutis and Viper That's the one that's been on my radar	That's the one that's favorite movie (Joel).
		45. U178 Ellie : Astronauts say the moon smells like gunpowder Joel : that's a fun fact	Ellie give information/ fun fact again to Joel that the moon smells like gunpowder

Referential Function can be found in utterances (U44, U52, U178), In utterances (U44) When Ellie tells Dina Information about Joel and Tommy's Route, In utterances (U52) When Ellie answers Dina's question about Joel's movie into and Dina's answer is information, In utterances (U178) when Ellie tells about the fact information to Joel that the moon smells like gunpowder. The realization of the Referential Function is when a situation where another character will ask Ellie and Ellie answers by answering the form of an information another character or it could be Ellie in a situation where Ellie finds things that make the character wonder and then Ellie provides information explanation to the character.

Metalinguistic Function			
		46. U49 Ellie : Hey, should we check this houses? Dina : Seems quite, but we can , if u want , I bet they still got supplies	Ellie asks to other characters (Dina) if they should check the house? Ellie hopes that this question will get an answer (Code), and the answer from another character (Dina) that **Seems quite** is a Code/Answers for Ellie's question
		47. U50 Ellie : What do you know about this place Dina : Just another evacuated neighborhood	Ellie asks the other characters (Dina) what place they are going to now. Ellie hopes that this question will get an answer (Code), the answer from another character (Dina), namely **Neighborhood**, is a Code for Ellie's question.
		48. U18 Ellie : where's Maria? Dina : The Diner	Ellie asked Jesse "where is Maria?" then Jesse replied that Maria was at the diner. It refers to Jesse's answer is a code.

Metalinguistic Function can be found in utterances (U49, U50, U18), In utterances (U49) Ellie ask Dina for their check in this house, and In utterances (U50) Ellie asks Dina about what place their visit, In Utterances (U18) Ellie just only ask where's Maria. The Realization of the Metalinguistic Function is when a situation where Ellie wants to know something or wants to know information, then Ellie asks another character with the answer is a code that answers Ellie's question.

DISCUSSIONS

From the explanation of the classification above, it can be concluded that the greatest influence of language function in The last of us part 2 video games is Expressive Function. when the main character uses a lot of pronunciation in the form of Expressive function because the expression of Expressive function is very much found because the expression or gesture of the main character in the game The Last of Us part 2 seem to be separated from everyday life, where we feel Surprised, Pleasure/Displeasure, Hopes, Satisfaction/Dissatisfaction, Fear/worry.

CONCLUSIONS

Based on chapter IV, the Researcher can conclude the results of the Language function used by the Main Character in The Last of us Part 2 from each problem formulation. Then, the researcher put forward the following conclusions: Language Functions can be found anywhere, including in video games and Language Functions cannot be avoided from use in everyday life.

1. There were Four language function that used by the main character in " The Last of us part 2". They were: Expressive function (37%), Directive function (32%), Referential function (11%), Metalinguistic function (20%). All of language function they used when Ellie (Main Character) do a communication.

2. The realization that there were four types of Language Function : Expressive Function (When actions from another character make a feeling of many expression) in the explanation of expressive functions there are several more examples of expressive functions such as: Surprise, Pleasure/Displeasure, Satisfaction/Dissatisfaction, Fear/worry. Directive Function (When situation makes Ellie has to give a command to another character and another character have to follow Ellie's command)in the explanation of directive function, there are also several more example of directive function, such as: Encourage someone, Agreement/Disagreement, Know/doesn't know, Confidence, Capability/Incapability. Referential Function (When situation where another character will ask Ellie and Ellie answers and the answers is the form of an information), Metalinguistic Function (When a situation where Ellie wants to know something or wants to know information, then Ellie asks another character with the answer is a code that answer Ellie's question.

The researcher made the following suggestion based on the findings and conclusion :

1. For readers, it would be enriching their knowledge through Language Function through Video Games.

2. The writer suggests that the next researcher, especially those who want to evaluate language functions in works of literature, should fully understand the theory of language functions. Language functions enable people to communicate their feelings and make it easier for the receiver to understand what is being displayed. Also, the writer would like to suggest to the next researcher to analyze the language function not only from The Last of us part 2 Video games but also the other video games or films/movies or objects suchas novels or songs.

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