

## TABLE OF CONTENTS

APPROVAL SHEET .....	i
ORIGINALITY STATEMENT PAGE.....	ii
FORE WORD.....	iii
ABSTRAK .....	v
ABSTRACT .....	vi
TABLE OF CONTENTS.....	vii
LIST OF TABLES .....	ix
LIST OF FIGURES .....	x
APPENDIX LIST .....	xi
CHAPTER I INTRODUCTION.....	1
1.1 BACKGROUND .....	1
1.2 RESEARCH PURPOSE .....	5
1.4 RESEARCH PROBLEM FORMULATION .....	5
1.5 BENEFITS OF RESEARCH.....	5
1.5.1 Theoretical Benefits.....	5
1.5.2 Practical Benefits.....	5
1.6 Research Location and Time .....	6
1.6.1 Research Location .....	6
1.6.2 RESEARCH TIME .....	6
CHAPTER II LITERATURE REVIEW.....	7
2.1 INTERCULTURAL COMMUNICATION .....	7
2.2 LANGUAGE AND COMMUNICATION .....	8
2.3 LANGUAGE, IDENTITY, AND CULTURE .....	9
2.3.1 Differences between Dialect and Accent.....	10
2.4 CULTURAL IDENTITY .....	10
2.5 THEORY OF MEANING IN COMMUNICATION.....	11
2.5.1 The Real Meaning of Language.....	12
2.5.2 The Meaning of Language in Games .....	13
2.6 PREVIOUS RESEARCH.....	13
2.7 FRAMEWORK OF THINKING.....	22
CHAPTER III RESEARCH METHODOLOGY .....	23
3.1 RESEARCH METHODS.....	23
3.2 RESEARCH APPROACHES.....	24

<b>3.3 DATA COLLECTION TECHNIQUES .....</b>	<b>26</b>
<b>3.3.1 Data Primer .....</b>	<b>26</b>
<b>3.3.2 Data Seconds .....</b>	<b>27</b>
<b>3.4 DETERMINATION OF INFORMANTS AND DATA INFORMANT .....</b>	<b>28</b>
<b>3.4.1 Informant Criteria.....</b>	<b>28</b>
<b>3.4.2 Informant Data .....</b>	<b>28</b>
<b>3.5 DATA ANALYSIS TECHNIQUES .....</b>	<b>28</b>
<b>3.6 ANALYSIS UNITS .....</b>	<b>29</b>
<b>3.7 DATA VALIDITY TECHNIQUES .....</b>	<b>29</b>
<b>CHAPTER IV RESEARCH RESULTS AND DISCUSSIONS.....</b>	<b>31</b>
<b>4.1 INFORMANT CHARACTERISTICS .....</b>	<b>31</b>
<b>4.1.1 Informant Profile .....</b>	<b>32</b>
<b>4.2 RESEARCH RESULTS.....</b>	<b>37</b>
<b>4.2.1 Understanding the use of Javanese by non-Javanese students.....</b>	<b>38</b>
<b>4.2.2 The Meaning of Language in Games .....</b>	<b>41</b>
<b>4.3 DISCUSSIONS.....</b>	<b>44</b>
<b>4.3.1 Understanding the Use of Javanese by Non-Javanese Students.....</b>	<b>44</b>
<b>4.3.2 The Meaning of Language in Games .....</b>	<b>46</b>
<b>CHAPTER V CONCLUSIONS AND SUGGESTIONS.....</b>	<b>47</b>
<b>5.1 CONCLUSION .....</b>	<b>47</b>
<b>5.2 SUGGESTIONS .....</b>	<b>47</b>
<b>REFERENCES.....</b>	<b>48</b>
<b>APPENDIX .....</b>	<b>50</b>