

**Universitas Bina Nusantara**

---

Fakultas Humaniora

Jurusan Sastra Inggris

Skripsi Sarjana S1

Semester Genap 2013/2014

**AN ANALYSIS OF DECONSTRUCTION OF THE GAME “IB”**

**Junio Angga**

**(1401082320)**

**Abstract**

This thesis used deconstruction to analyze a game titled Ib. The research only has one goal. The goal of the research was to find contradiction and inconsistency aspects that were hidden in the game “Ib” as contradiction and inconsistency were the main part of deconstruction analysis. The thesis was done using library research. Deconstruction analyzed using three stages of deconstruction. Those stage are verbal stage, textual stage, and linguistic stage. The verbal stage analyzed the written text in the game. The textual stage analyzed the steps and gap in the game. Finally, linguistic stage tried to find contradictions and inconsistencies that brought by the game as a whole. In order to lure inconsistencies and contradictions inside the game, some instrument used in the research. Those instruments were metaphor, irony, paradox, and symbolism. The result revealed that even though “Ib” has a really good story, there were many inconsistencies and contradictions could still found in the game “Ib.”

Keywords: Deconstruction, inconsistencies, contradiction