

THE USE OF DENOTATIVE AND CONNOTATIVE MEANING IN GENSHIN IMPACT'S ARCHON QUOTATION

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Abstract

This research was conducted in order to analyze the denotative and connotative meanings contained in the quotes of 5 archon Genshin Impact characters. Denotative meaning is a meaning that has been agreed upon by all users of a particular language. Meanwhile, connotative meaning is a meaning that arises by involving the emotions or experiences of a person or group. The method used in this research is a qualitative descriptive method, so that it can help explore the understanding of the meaning of the selected character quotes from the player's own perspective. Like one of the quotes spoken by a character named Nahida, "Two heads are better than one." If interpreted denotatively, it would mean that the existence of two heads is a better condition than having only one head. However, if the quote is interpreted connotatively, it will mean that with several individuals, problems will be easier to solve because there will be several points of view. This shows that connotative meaning has an important role in understanding the quotes spoken by the characters of Genshin Impact because many contain meanings that are conveyed implicitly. In addition, by understanding the connotative meaning more deeply, it will show the beauty of diction, traits, values. Principles or perspectives of archon characters that cause a deep impression on players. Researchers hope that this research can add to the diversity of semantic studies, especially in the field of online games.

Keywords: Connotative, Denotative, Game, Quotes, Semantic

Abstrak

Penelitian ini dilakukan untuk menganalisis makna denotative dan connotative yang terkandung dalam kutipan-kutipan 5 karakter archon Genshin Impact. Makna denotative adalah makna yang sudah disepakati oleh seluruh pengguna bahasa tertentu. Sedangkan, makna connotative adalah sebuah makna yang muncul dengan melibatkan emosi atau pengalaman seseorang maupun kelompok tertentu. Metode yang digunakan dalam penelitian ini adalah metode deksriptif kualitatif, sehingga dapat membantu mendalami pemahaman tentang makna dari kutipan-kutipan para karakter yang terpilih dari perspektif pemain sendiri. Seperti salah satu kutipan yang dituturkan oleh karakter bernama Nahida, "Dua kepala lebih baik daripada satu kan." Jika memaknai secara denotative, maka akan memiliki arti bahwa keberadaan kepala yang berjumlah dua adalah kondisi yang lebih baik dibandingkan dengan hanya ada satu kepala. Tetapi, jika kutipan tersebut dimaknai secara connotative maka akan memiliki arti bahwa dengan adanya beberapa individu, masalah akan lebih mudah untuk diselesaikan karena akan ada beberapa sudut pandang. Hal ini menunjukkan bahwa makna connotative memiliki peran yang penting dalam memahami kutipan-kutipan yang dituturkan oleh karakter—karakter Genshin Impact karena banyak

mengandung makna yang disampaikan secara implisit. Selain itu, dengan memahami makna connotativenya lebih dalam, akan menunjukkan cantiknya diksi, sifat, nilai. Prinsip atau prespektif karakter-karakter archon yang menimbulkan kesan mendalam kepada pemain. Peneliti berharap dengan adanya penelitian ini dapat menambah perbedaharaan kajian semantic, terutama dalam bidang game online.

Kata kunci: Denotatif, Konotatif, Kutipan, Permainan, Semantik,

INTRODUCTION

In the modern era, online games are experiencing rapid development. This growth is driven by the increasing demand for and evolution of entertainment needs among consumers over time. Currently, the interest in online games has become quite widespread, reaching both children and adults, as well as males and females. This is due to the ease of access provided for online games, whether through computers, gaming consoles, or even smartphones commonly used in daily life. Interestingly, online games today are not merely a medium to fulfill entertainment needs. They now serve as platforms where individuals can build teams or communities to collaborate or compete with each other in tournaments. This development has allowed online games to facilitate social interaction without the barriers of space and time, making them an excellent medium for fostering social networks and friendships.

The growing consumer demand and the broad exploration of game genres have led online games to expand their categories to satisfy players' preferences. One of the most popular genres is RPG (Role-Playing Game). RPGs allow players to control or assume the role of characters within the game. Players can immerse themselves in the role as the character follows a storyline or even make decisions that influence the game's progression. Beyond its engaging narratives, RPGs remain at the top of the most popular game genres because they typically offer expansive worlds to explore, complete with deep lore, cultures, and well-developed characters. Furthermore, interacting with NPCs (Non-Playable Characters) can impact the storyline, creating a dynamic atmosphere where players feel directly involved in the narrative.

One of the most popular online games globally is Genshin Impact. Developed by the Chinese gaming company HoYoverse, Genshin Impact is an open-world RPG offering a variety of elements, such as story development, world exploration, combat, elemental mastery, and a gacha system allowing players to acquire characters or weapons through microtransactions. The game is closely tied to its captivating and profound plot, as its most significant element is its narrative. The story revolves around a "Traveller," the main protagonist, who arrives from another planet and seeks to traverse a fantasy world called Teyvat in search of their lost sibling, taken by an Unknown God. Additionally, the protagonist must travel across the seven nations in Teyvat to achieve their goal. The game features open-world exploration, allowing players to glide, climb, and even swim. The expansive world enables players to explore and solve mysteries and puzzles in various terrains, including mountains, valleys, oceans, and cities. A standout feature of the game is its elemental system. There are seven elements available for players to use through different characters: Anemo (Wind), Pyro (Fire), Hydro (Water), Geo (Earth), Electro (Lightning), Dendro (Nature), and Cryo (Ice). These elements enable players to experience complex combat mechanics by combining elements to create reactions that deal more efficient damage to enemies.

The most significant selling point and the focus of this study is the storyline of Genshin Impact. At the story's premise, players are introduced to twin stars descending upon Teyvat's skies. These twins are the main characters, siblings named Aether and Lumine. However, their journey is interrupted when they encounter an Unknown God, and at this point, the player must choose between Aether (male) or Lumine (female). Eventually, the twins are separated by the Unknown God, leaving the Traveler with the primary mission of finding their lost sibling. Accompanied by a small guide fairy named Paimon, the Traveler embarks on a journey across

Teyvat's seven nations, each governed by its own god known as an "Archon," in the hope of finding assistance in their quest. In the story, the seven nations are led by Archons representing Teyvat's seven elements. These nations are: the Anemo Nation (Mondstadt) led by Venti, the Pyro Nation (Natlan) led by Mavuika, the Hydro Nation (Fontaine) led by Furina, the Electro Nation (Inazuma) led by Raiden Shogun/Ei, the Geo Nation (Liyue) led by Zhongli, the Dendro Nation (Sumeru) led by Nahida, and the Cryo Nation (Snezhnaya) led by Tsaritsa. However, as of the writing of this article, only five regions have been released (Mondstadt, Liyue, Inazuma, Sumeru, and Fontaine). Therefore, this study focuses on the five Archons from the released regions to simplify access to the research process.

The Archons play a crucial role in the storyline of Genshin Impact. As figures of supreme authority, both over their respective nations and the elemental powers they possess, the Archons have a close connection to Celestia—the dwelling place of the gods who hold ultimate control over Teyvat and serve as the source of the Archons' power. The Archon system was established 2,000 years ago through the Archon War organized by Celestia to determine the strongest beings deemed worthy of holding supreme authority over the elements. This study focuses on analyzing the dialogues or quotes spoken by the five released Archons regarding various topics, identifying indications of denotative and connotative dimensions, and examining the references contained within their quotes. This research aims to contribute to understanding the use of denotation and connotation within the realm of technology, particularly in online gaming. It is also expected to broaden the scope of research in this field.

Prastamawati & Prihandini (2023) have conducted research on the denotative and connotative meanings of quotes from one of the online game characters with a semantic approach. The online game character chosen to be the source of data in this study is Sage from a game called Valorant. This research focuses on denotative meaning which has a direct meaning or definition from the dictionary, while connotative meaning which has additional meaning or implicit meaning attached to a phrase or sentence. Denotative meaning has objective and explicit characteristics because it has one meaning that is the same for everyone and is clear when using it. Meanwhile, connotative meaning is subjective and also implicit, because it has different meanings for each individual based on experience and culture. Connotative meaning also requires further interpretation for each individual because it has an indirect meaning. In one of Sage's quotes, "You were a boulder. I'm a mountain" is indicated to have denotative and connotative meanings. The denotative or literal meaning of the quote is that there is a size comparison between a boulder and a mountain. However, the connotative meaning means that there is a difference in the strength that Sage has with his interlocutor. When looking at the context of the Valorant game, of course the connotative meaning is more appropriate.

A study entitled "*Analysis of Denotative and Connotative Meanings in Terms in Mobile Legends Online Game: Bang Bang*" written by Romadhon, Ubaedillah & Yono (2022) said that language can be a medium for continuous communication through technology. Language terms contained in entertainment media, such as online games, can be analyzed for their denotative and connotative meanings. The theory used in this research is the theory of Roland Barthes. Researchers use qualitative methods by recording, listening, and recording from an online game competition event called MPL season 9. In the research process, there are several stages that need to be done in order to get valid and accountable results. First, collecting data through the recording process. Second, analyzing the terms that have been collected using Roland Barthes' theory. Third, verifying the data through triangulation. An example of the data

collected is “*tarik ulur*” which in the context of game strategy, the connotative meaning is to lure the opponent out of the comfort zone, then attack at the right moment. The conclusion of this research is that the meaning of game terms does not only function in the context of the game. It also shows that language has evolved in daily communication.

Kartini & Zahrani (2024) conducted research on the poem “*Cintaku Jauh di Pulau*” by Chairil Anwar to understand the connotative meaning in the poem. The descriptive qualitative method was used in this study in order to find out the layered meanings in the poem that became the data source. The data is collected by listening to the poem and recording the words that have connotative meanings. The theory used in this research is the theory of Kridalaksana which will explore the meaning of words that are deeper and more than their literal meaning. The steps taken in this research are as follows. First, the researcher listened to the poem first. Second, the researcher records the words that are indicated to contain connotative meanings. Third, the researcher conducted an in-depth analysis. In the poem “*Cintaku Jauh di Pulau*”, there are 15 connotative meaning data collected, 14 of which are positive. One of the data is, “boat” from the sentence “The boat that is together will crumble” has a connotative meaning of an intertwined love between “I” and the lover. It can be concluded from this research that the poem “My Love is Far away on the Island” has many connotative meanings that show the emotions and experiences of the author.

Research conducted by Juprinedi, Siahaan & Miranto (2020) analyzed the denotative and connotative meanings contained in the film *Upin & Ipin: Memories of Mengusik Jiwa*. This research was conducted using qualitative and quantitative methods through distributing questionnaires in order to get the audience's point of view. Roland Barthes' theory of denotation and connotation meaning was used in this research. The purpose of this research is to get credible and accountable results, so there are several stages carried out by researchers in carrying out research. First, watching and identifying important scenes that are indicated to have cultural and moral values from the movie. Second, analyzing the denotative and connotative meanings of the scenes that have been collected. Third, collecting and conducting in-depth analysis of the questionnaire data collected from the audience to understand the audience's perspective on the symbols in the film. For example, in the dialogue, “*Assalamualaikum*” has a denotation meaning of “May safety be with you” while its connotation meaning is the importance of applying Islamic values when entertaining and socializing. In conclusion, this movie emphasizes the values of politeness, togetherness, and love for the country in society.

In a study entitled “*Analisis Makna Denotatif dan Konotatif dalam Cerpen Dilarang Mencintai Bunga-Bunga Karya Kuntowijoyo (Kajian Semantik)*” written by Rahayu (2023) aims to explore the relationship between language and denotative and connotative meanings in a literary context. This research uses a qualitative descriptive method. This research has three main stages, namely data collection, data presentation, and conclusion drawing. In order for the research to produce credible results, several steps were taken. First, researchers collected data from the short story “*Dilarang Mencintai Bunga-Bunga*” by Kuntowijoyo. Second, the researcher analyzed the words or phrases that indicated denotative and connotative meanings. Third, from the results of the research, the researcher draws conclusions. 79 data were collected from this short story with 50 data indicating denotative meaning and 29 data indicating connotative meaning. One of the data from this study is “*padam*” from the sentence “*Keinginanku untuk mengenal kakek itu tidak pernah padam.*” which means weak, so the meaning that the desire of the character “*Aku*” to get to know more about the grandfather, does not weaken. The conclusion of this study is that the short story “*Dilarang Mencintai Bunga-Bunga*” by Kuntowijoyo is dominated by denotation meaning. Therefore, readers will directly understand the meanings written by the author in this short story.

Research conducted by Gee, Laiya & Telaumbanua (2023) says that language is a communication tool that can be used as a means of transmitting ideas and feelings. One way is through song lyrics. The purpose of this research is to understand the denotative and connotative meanings in Kid Laroi's song lyrics and how song listeners interpret the lyrics. The method used is descriptive qualitative method. Data were obtained by downloading ten Kid Laroi songs, analyzed, then classified according to the theory of Miles et al. The steps of this research are, first, researchers downloaded the lyrics of Kid Laroi songs. Second, researchers read, listened, and understood the context of Kid Laroi songs. Third, researchers identified phrases or words that contained denotation and connotation meanings. Fourth, researchers classified the data. The data collected amounted to 23 connotative meanings and also 15 denotative meanings. Based on the results of the study, each phrase or word that contains connotative meaning, can emit emotions of happiness or love, even sadness and disappointment. In conclusion, Kid Laroi's songs are dominated by connotative meanings, so more interpretation is needed when understanding the song.

The research titled *"Denotative and Connotative Meaning in the Lyrics of 'Mockingbird' Song by Eminem"* written by Lestari and Nitisari from Gunadarma University focuses on exploring the denotative and connotative meanings in the lyrics of Eminem's song "Mockingbird" using a qualitative descriptive method. Data was collected through documentation techniques and analyzed using Palmer's (1976) theory of denotative and connotative meaning, which distinguishes between literal and implied meanings. The analysis began by identifying words, phrases, or clauses in the song's lyrics and connecting them contextually to Eminem's real-life experiences. The research drew data directly from the song lyrics and yielded several findings. One notable result was the repeated mention of the word "things," which reflects Eminem's difficulty in explaining certain challenging circumstances to his children. In conclusion, denotative and connotative meanings extend into the context of Eminem's family relationships and personal life, offering a broader perspective for deeply understanding the meaning within song lyrics as a form of artistic communication.

A researcher named Salsabila from Universitas Negeri Medan has contributed to the field of linguistics with her study titled *"Analysis of Denotative and Connotative Meanings in the Novel 'Die Armen Reichen' by Rudolf Stratz."* Using a qualitative descriptive method and a theoretical framework based on Ferdinand de Saussure's semiotic approach to meaning, Annida successfully identified the denotative and connotative meanings present in the novel. The steps taken in the research included collecting data from the novel, reducing the data, and presenting it for analysis. The data source was the novel *Die Armen Reichen* by Rudolf Stratz, published in 2017, with a specific focus on chapters 6 and 9. The findings revealed 82 quotes, consisting of 33 denotative meanings and 49 connotative meanings. In conclusion, the novel contains numerous implied meanings that can be explored using the concepts of denotative and connotative meaning. Furthermore, the novel can serve as a reference for learning the German language, achieving a total evaluation score of 80 points.

The article titled *"Analysis of Denotative and Connotative Meanings in The Greatest Showman Album"* written by Hadi from Universitas Indraprasta PGRI Jakarta provides a comprehensive exploration of the concept of dimensional meaning. This research utilizes Leech's (1981) theory of meaning, focusing on denotative and connotative aspects, and employs a qualitative descriptive method to facilitate an in-depth exploration of meanings. The analysis involved listening to the songs from *The Greatest Showman* album, identifying the lyrics,

analyzing the data, and drawing conclusions. The findings revealed 27 lyrics containing both denotative and connotative meanings. One example is the phrase "buried in your bones" in the song *The Greatest Show*, which contextually connects deeply to the life experiences of the character portrayed in the song. In conclusion, the songs in the album reflect moral values such as tolerance, courage, and self-confidence, as uncovered through the analysis of denotative and connotative meanings.

The final article, written by Pratiwi et al from Universitas Padjajaran, examines the implicit meanings in the song "God is a Woman" through their work titled "The Analysis of Denotative and Connotative Meaning in Ariana Grande's Song Lyrics: A Semantic Study." This study employs a qualitative descriptive method and Leech's (1981) theory, which focuses on denotative (literal) meaning and connotative (implicit) meaning, to help unravel the complexities of the song's lyrics through semantic and linguistic analysis. The research process involved collecting and systematically describing the data. One key finding is the emphasis on connotative meaning, particularly evident in the phrase "God is a Woman." This phrase suggests that women are associated with strength and power, comparable to a deity, rather than its literal interpretation. In conclusion, the song conveys numerous connotative meanings that encourage listeners to appreciate the profound messages embedded in the lyrics.

METHOD

In this research, a descriptive qualitative method is used to help understand the denotative and connotative meanings of the quotes of the five characters of the game Genshin Impact. By choosing this method, it will be examined more deeply about the literal meaning and also the additional meaning spoken by the five selected characters from Genshin Impact. The five characters chosen are characters who have high value because they are archons or gods of the nations in the Genshin Impact universe. In general, semantics is a branch of science that studies the meaning of language and how language elements can represent ideas or concepts. Semantic is also an organized study of meaning and how language can express meaning (Kreidler, 1998). According to Kreidler (2014:28-30), denotative meaning is the meaning of a word or phrase that is recognized by everyone who uses the language. The relationship between language expressions is called reference. While connotative meaning is the meaning of a word or phrase that arises by involving emotions or personal or group experiences.

The data collection process uses participatory observation and data transcription methods. These two methods are applied because the researchers collect the data directly by actively accessing the game, then recording and documenting the characters quotes that are indicated to have denotative and connotative meanings, ensuring the research is more accurate, valid, and comprehensive. The following are the steps taken by the researchers:

1. Researchers accessed the Genshin Impact game first to open the character list section. This process is carried out in order to maintain authenticity and avoid manipulation of the data to be studied.
2. After opening the character list, researchers chose the character biodata section which contains Genshin Impact character quotes.
3. To ensure that the data taken has high value and richness, researchers apply special criteria. The selected characters are characters who serve or have served as Archons or Gods of the nations in Genshin Impact.
4. The researcher carefully selected the quotes to be analyzed based on whether or not they contained denotative and connotative meanings.

After ten data were collected in written form, the next step for the researcher was to analyze the data that had been collected. As mentioned, this research was conducted using the theory of the concepts of denotative and connotative meaning put forward by Kreidler which

explores the dimension between the actual meaning and the meaning connected to the emotional state or experience of the speaker. The purpose of using a semantic approach is to contribute to linguistic studies, about how denotative and connotative meanings can influence the player's experience of the characters in the game. The following are the researcher's steps to examine the data:

1. After the data was collected, each data was analyzed using Kreidler's (1998) theory of denotation meaning first as an initial dimension to find out a more comprehensive meaning.
2. The next step is to connect the denotation meaning with the players' preferences in a conventional way that connects it to the real world through reference analysis. Words or phrases that can be referenced using the concept of reference will help understand the continuity between the denotation meaning in the game and the original meaning in the real world.
3. When the initial dimension has been surpassed, the next step is to find out the connotation meaning of the quotes. Through this concept, the indicated words or phrases will go through a stage of analysis about the character's experience or emotional state towards the events that befall the character or his/her relationship with other characters.
4. By doing so, new meanings will be revealed that help to understand hidden meanings that cannot be known through denotation meaning analysis.

RESULTS AND DISCUSSION

Table 1. The Results of the Analysis of Denotative and Connotative Meanings of Archon Quotation from Genshin Impact

Data	Implicature	Denotative	Reference	Connotative
Venti (Anemo Archon) <i>Mengobrol: Balada</i> "Ayo kita berangkat, Pengembara! Dunia dengan penuh puisi yang terhilang ini sedang menanti dirinya untuk ditemukan kembali"	Venti's invitation to start a new adventure with the Traveller.	Poetry is a type of literary work, where the writing often uses a beautiful and implied language style. Then, the phrase shows that the world has lost its poetry.	Lost poetry refers to an abstract thought, which is a representation of a world full of beauty and mystery that has disappeared from the world.	The lost poetry refers to a metaphorical meaning that shows that the world has something described by poetry that has beauty, mystery, and something that can be explored.
Venti (Anemo Archon) <i>Tentang Vision</i> "Hmm? Kamu mau tahu tentang Visionku? Oh, sini kalau begitu, lihat saja"	Venti allowed the traveler to see the Vision he was using, and offered it if the traveler wished to have	In general, vision refers to sight or something that can be seen. On the other hand, vision is	Vision in Genshin Impact refers to a round pendant-like shiny object that can channel elements so that	Vision is given from God to someone who has great determination. Venti, on the other hand, is the God

*sendiri. Aku bisa a vision made also the the user can himself who does
membuatkan yang to his liking. concept of a control certain not need vision to
cocok untukmu kalau person or Vision symbol control elemental
mau! Hehehe.”*

Zhongli (Geo Archon) **Berbincang: Mengenang**
“Rasa Osmanthus Wine ini persis seperti yang ada di dalam ingatanku... Namun, di manakah mereka yang berbagi kenangan ini denganku?”

Zhongli shares an emotional connection to the memory of Osmanthus Wine, as it ties him to the people he once knew.

Osmanthus Wine is not just a fictional concept; it exists in the real world. It is a traditional wine popular in East Asia, made from grapes and osmanthus flowers.

When Zhongli tastes Osmanthus Wine, the flavor lingers in his memory, reminding him of times long past.

For Zhongli, Osmanthus Wine holds a special place in his inner memories. Its taste evokes recollections of old friends he can no longer meet. One such figure who reminds Zhongli of Osmanthus Wine is Guizhong, the Goddess of Dust.

Zhongli (Geo Archon) **Tentang Vision**
“Vision pun termasuk sebuah kontrak. Ketahuilah, ada harga yang harus dibayar untuk segala jenis kekuatan. Punya seribu kekuatan, berarti punya seribu tanggung jawab.”

Zhongli emphasizes that when someone receives an elemental Vision from the gods, they bear a great responsibility.

Price is a value that is usually determined to see the economic value of an object used as an equivalent medium of exchange/transaction.

Price in the context of Zhongli’s quote refers to a consequence that will be received. If one has great power, then the responsibilities and consequences received will be also great.

In general, a person who receives a Vision can use elemental powers based on the element of the Vision. However, not everyone can receive a Vision. Therefore, a Vision is a symbol of the great power that someone possesses. Through the great power possessed by the Vision user, to balance it, one must bear the consequences that come with having that great power. Therefore, the price referred to is the consequence to balance the power granted to the Vision user.

<p>Raiden Shogun (Electro Archon) Berbincang: Kefanaan Dunia</p> <p><i>“Dunia tetap sama selama ratusan tahun, namun hidup manusia bagaikan embun pagi atau gelembung air...”</i></p>	<p>Raiden Shogun speaks about the transience of human life.</p>	<p>Raiden Shogun describes human life as being like morning dew or water bubbles.</p>	<p>Dew forms from the condensation of vapor into droplets of water, typically occurring at night or in the early morning. Meanwhile, water bubbles are spherical formations of water that encase air within.</p>	<p>Raiden Shogun portrays human life as temporary or fleeting, much like morning dew that vanishes with the arrival of the day or water bubbles that burst shortly after they form.</p>
<p>Raiden Shogun (Electro Archon) Tentang Raiden Shogun Sendiri: Keabadian</p> <p><i>“Erosi adalah hal yang sangat menakutkan. Tubuh ini diciptakan untuk menahan kerusakan, agar dia yang berada di dalam dapat mencapai keabadian.”</i></p>	<p>Raiden Shogun speaks of herself, stating that she was created to serve as a refuge for someone in their pursuit of eternity.</p>	<p>The process of erosion is something she must be cautious of, as it poses a threat to her.</p>	<p>Erosion is the process of soil being worn away by various forces such as water, wind, or waves.</p>	<p>Raiden Shogun expresses concern about potential damage that could affect her, as she is a puppet created by Raiden Ei to serve as a means of protection in her quest for eternity.</p>
<p>Nahida (Dendro Archon) Berbincang: Masalah Hati</p> <p><i>“Dua kepala lebih baik daripada satu kan.”</i></p>	<p>Nahida offers the Traveler an opportunity to share their troubles if they have any.</p>	<p>The existence of two heads is better than just one.</p>	<p>The head is a part of the body located at the top, particularly in the human body. It consists of essential parts such as eyes, nose, mouth, and ears.</p>	<p>Problems are easier to solve when viewed from multiple perspectives rather than from a single point of view.</p>
<p>Nahida (Dendro Archon) Tentang Kaveh</p> <p><i>“Pemahamannya terhadap Sumeru sebagai bangsa kebijaksanaan sudah sangat mendekati akarnya...”</i></p>	<p>Nahida shares her personal assessment of Kaveh's understanding of Sumeru.</p>	<p>Kaveh's knowledge of Sumeru as the Nation of Wisdom has nearly reached the level of a plant's part that lies beneath the soil.</p>	<p>Roots are a part of a plant that is typically found underground, serving the purpose of absorbing water and nutrients.</p>	<p>Kaveh has delved deeply into understanding Sumeru and is close to grasping the essence of its defining characteristic: wisdom.</p>

<p>Furina (Hydro Archon) Tentang Kita: Kisah Kita Bersama</p> <p>“Kisahku sudah berakhir, dan babak berikutnya adalah kita... Yang artinya, kita harus pasang tarif lebih mahal kalau mau muncul di ruang public... Aih, senangnya!”</p>	<p>Furina shares her plans with the Traveler when they appear in public.</p>	<p>She mentions that with the changes in her life, the cost (tarif) to the public must be higher than before.</p>	<p>In general, “tarif” refers to the price or fee that someone must pay to obtain goods, services, or other specific rights.</p>	<p>After the significant changes in Furina's life, where she is no longer serving as the Hydro Archon, her reappearance in society with her new identity will be far more valuable compared to when she was pretending and serving as the Hydro Archon.</p>
<p>Furina (Hydro Archon) Tentang Vision</p> <p>“Aku bisa kuat menghadapi tatapan mereka yang tertuju padaku hanya karena satu alasan... bahwa yang sekarang telah bebas ‘memerankan’ diriku sendiri.”</p>	<p>Furina speaks about the changes that occurred within her after receiving her Vision.</p>	<p>The word “memerankan” refers to an actor portraying or bringing a character to life in a performance.</p>	<p>Furina is now free to fully embody her true self.</p>	<p>Furina’s words indicate that she no longer needs to pretend to be an archon, admired and viewed by many. Now, she can simply be herself without worrying about how others perceive her.</p>

Data 1

“Ayo kita berangkat, Pengembara! Dunia dengan penuh **puisi yang terhilang** ini sedang menanti dirinya untuk ditemukan kembali”

Denotation and Reference

The quote spoken by Venti refers to an invitation addressed by the Traveler. The invitation refers to the activity of exploring or traveling with a companion. With this invitation, Venti mentions a bolded phrase that is interpreted as “**puisi yang terhilang/lost poetry**”. The denotation of *puisi yang terhilang* is that there is a type of literary work in the form of writing rhymes that usually use beautiful and implied words, then disappear from the world. Then, the reference taken from the phrase is that the phrase *puisi yang terhilang* refers to the use of the word representation as a substitute for the beauty and mysteriousness of the world.

Connotation

The connotation meaning in this quote is presented through the phrase *puisi yang terhilang*, where there is an emotional correlation between the speaker (Venti) and the listener (Traveler). The phrase shows that Venti believes that when he starts his journey with the Traveler, the “*puisi/poetry*” lost from the world will belong to the world again. Poetry in this phrase refers to beauty, and mysteriousness, and Venti believes that there is something to be gained if he embarks on a journey with the Traveler.

Data 2

“Hmm? Kamu mau tahu tentang **Vision**ku? Oh, sini kalau begitu, lihat saja sendiri. Aku bisa membuatkan yang cocok untukmu kalau mau! Hehehe.”

Denotation and Reference

In general, the denotation of vision is sight or the ability to see. On the other hand, vision can also mean other things that can be used according to the context. Vision can have other meanings besides sight, namely an ambition, determination, or long-term dream. Vision is usually used also for the benefit of groups such as companies or organizations in order to have a plan for what they want to aim for. Slightly different from the literal meaning of vision in the real world. In the game Genshin Impact, vision references a glowing pendant, which allows the user to control elements in the game or lore. The vision also symbolizes what elements each character possesses, and generally one character only holds one vision.

Connotation

As an Archon or God-level entity, Venti should not need vision when he wants to use his power to control the elements. However, Venti seems to hold a vision in order to be considered by those around him as a vision user. This aims to make him free to control the elements without being considered a god because generally one must obtain a vision when wanting to control the elements. This quote is enough to explain how Venti explains that the vision he carries is a fake vision that can be made by himself, even the Traveler can also offer to make the fake vision. The connotation of vision itself is a symbol of ambition, determination, and strong will, and is a form of divine recognition for what one has done so far.

Data 3

“Rasa Osmanthus Wine ini persis seperti yang ada di dalam ingatanku... Namun, di manakah mereka yang berbagi kenangan ini denganku?”

Denotation and Reference

If we use the literal meaning, then in the real world, osmanthus wine refers to one of the East Asian beverages that is made from osmanthus flowers. The osmanthus flower is usually used as a drink because of its unique, fresh, and soothing flavor that gives a cool, relaxing sensation. However, the reference used in the in-game is not only to a drink, but a memory. In the game, Zhongli has memories of the past with the people he was with when drinking osmanthus wine. This feeling leads his memory back to the past to reminisce about those past times that he cannot currently feel, but can only remember through a cup of osmanthus wine.

Connotation

For your information, Zhongli is the longest living archon. His current age has been recorded at 6000 years. This allows him to pass through various events with others, including the event where he tasted osmanthus wine with his friends in the past. For Zhongli, osmanthus wine is not just a drink, but a medium through which he can freely remember the moments he had with his friends during his peaceful times. One of the colleagues he remembers most through osmanthus wine is Guizhong, the Goddess of Dust. Guizhong was a compassionate, wise, and intelligent goddess. In ancient times, she had worked together to build a civilization with Zhongli that was eventually called the Guili

Plains. Unfortunately, Guizhong had to die in the battle for the Archon war which made Zhongli feel deep sadness.

Data 4

*“Vision pun termasuk sebuah kontrak. Ketahuilah, ada **harga** yang harus dibayar untuk segala jenis kekuatan. Punya seribu kekuatan, berarti punya seribu tanggung jawab.”*

Denotation and Reference

The highlighted word in this quotation is the bolded one, which denotatively, price/*harga* refers to a certain value used to make transactions, or an equivalent exchange rate to obtain goods or services. However, in this context, it is explained that Zhongli thinks that everything received has a price to pay. When looking at the reference from the quotation, price does not only refer to money or material value, but also includes responsibilities, consequences, and sacrifices. This is done to be a medium of exchange or as a material to fulfill a promise.

Connotation

Zhongli is also called the God of Contracts, because as an Archon who rules and has a great contribution to the territory he built, Zhongli makes contracts as the foundation of social, economic and political relations. Because according to him, the relationship between humans and gods needs to have clarity, responsibilities, and responsibilities that must be carried out together. Therefore, he considers a vision to be a contract. When someone gets a vision, they will get great power that not everyone has. Because of the great power, the responsibilities and consequences received are also greater. With this concept, when someone gets a vision, they are actually entering into a contract with God.

Data 5

*“Dunia tetap sama selama ratusan tahun, namun hidup manusia bagaikan **embun pagi** atau **gelembung air**...”*

Denotation and Reference

Raiden Shogun in one of her quotes said that she sees human life as dew in the morning and also water bubbles. Dew is small droplets of water that are usually on the surface of an object. Usually, dew that can be found in the morning or afternoon occurs due to the process of changing from water vapor to water droplets, which is called condensation. In addition, 65 Raiden Shogun describes human life like a water bubble. By definition, a water bubble is a thin layer of water containing air. In general, water bubbles are perfectly round, transparent, and easily broken.

Connotation

Raiden Shogun's depiction of human life is found in the excerpt entitled “Berbincang: Kefanaan Dunia.” In this quote, she mentions that human life is like morning dew or water bubbles. Connotatively, the meaning of Raiden Shogun's depiction of human life is that humans have an impermanent or temporary life. Like the dew that appears in the morning that will evaporate when the temperature changes, humans will not live forever. Humans will die when their time comes. Just as water bubbles will burst shortly after they are formed, human life is also quite short according to Raiden Shogun who has lived for hundreds of years.

Data 6

“Erosi adalah hal yang sangat menakutkan. Tubuh ini diciptakan untuk menahan kerusakan, agar dia yang berada di dalam dapat mencapai keabadian.”

Denotation and Reference

In this quotation, Raiden Shogun says that one of the things she fears is erosion. The definition of erosion itself is a natural process that erodes and damages the surface of the land. Erosion can occur due to several things, such as water, wind, or sea waves. Erosion itself can have adverse effects on life such as damage to the ecosystem because it can remove soil and damage the habitat of animals and plants. In addition, the nutrients contained in the soil will be lost and cause a decrease in soil fertility.

Connotation

The connotative meaning in Raiden Shogun's quote discusses her immortality, showing that even as an entity that has great power, she has her own fears. The erosion referred to by Raiden Shogun here is not a natural process, but rather any damage or misfortune that can happen to her. The fact that she is a puppet created by Raiden Ei and also a shelter for Raiden Ei while trying to achieve immortality. Raiden Shogun cannot allow her body to be damaged, as that would ruin Raiden Ei's process of achieving immortality.

Data 7

“Dua kepala lebih baik daripada satu kan.”

Denotation and Reference

The opinion expressed by Nahida in the quotation titled “Berbincang: Masalah Hati” says that two heads are better than one. Head is one part of the human body that has a vital function for human life. Because head has very important organs such as eyes, nose, mouth, ears, and so on. According to Nahida, things will be better when there are two heads compared to just one head.

Connotation

In this quote, Nahida implicitly gives advice to Traveler. The advice Nahida gives is that, two heads are better than one. This advice means that Traveler can invite other people to discuss the problems he or she is experiencing. Traveler should not always think about their problems alone because it will make their life heavier. Nahida believes that if the Traveler discusses the problems he or she faces with others, it will create a better condition than before. This is because if there are two people discussing, they can exchange ideas and give suggestions between each other.

Data 8

“Pemahamannya terhadap Sumeru sebagai bangsa kebijaksanaan sudah sangat mendekati akarnya...”

Denotation and Reference

“Tentang Kaveh” is the title of a quote spoken by the Dendro Archon, Nahida. This quote contains Nahida's views and opinions about one of the male characters in Genshin Impact who comes from Sumeru named Kaveh. Kaveh is a reliable architect who is able to research the architectural aspects that exist in Sumeru. Even according to Nahida, Kaveh has understood the Sumeru nation down to its roots, where the roots are one of the vital parts of a plant because they are able to absorb nutrients in the soil and also support the tree standing.

Connotation

The connotative meaning of Nahida's quote describing her view of Kaveh is that Kaveh is able to understand aneeced already knows the ins and outs of the Sumeru nation deeply. This is indicated by Nahida's words, “*Pemahamannya terhadap Sumeru sebagai bangsa kebijaksanaan sudah sangat mendekati **akarnya**...*” Kaveh has not only understood the Sumeru nation as understood by many people, but Kaveh has known the core, characteristics, and many things related to the Sumeru Nation.

Data 9

*“Kisahku sudah berakhir, dan babak berikutnya adalah kita... Yang artinya, kita harus pasang **tarif** lebih mahal kalau mau muncul di ruang public... Aih, senangya!”*

Denotation and Reference

In the quotation titled, "About Us: Our Story Together" Furina talks about her future plans after stepping down as archon. When she was an archon, she was also a famous theater performer in Fontaine. Many people liked Furina not only because she had the title of hydro archon, but also as an amazing theater performer. The fees paid by her audience were not small, so she was a little hard to see.

Connotation

Furina's quote talks about her plans to do with Traveller when they appear in front of the crowd after she abdicates her position as hydro archon. Furina's presence with her new identity, as a full human being will be much more valuable to the people of Fontaine than when she was an archon. This is because she appears as herself, and is not acting.

Data 10

*“Aku bisa kuat menghadapi tatapan mereka yang tertuju padaku hanya karena satu alasan... bahwa yang sekarang telah bebas ‘**memerankan**’ diriku sendiri.”*

Denotation and Reference

The highlighted word in this quotation is *memerankan*/portray, which is the root word for role. The general literal meaning of the word “*memerankan*” is an act of performing a task either in work or daily life. However, we often encounter the word “*memerankan*” when talking about acting/theater arts. The word refers to the act of animating the character being portrayed. The reference used in Furina's quotation refers to the same thing as theater art, which is animating or imitating a character that has previously existed, but acted out through Furina.

Connotation

For your information, Furina is not an Archon but a human part separated from her divine soul, which is named Focalors. It's a bit ambiguous when we read the quotation,

because Furina said she had finished acting herself. The word “*memerankan*” means that she is playing her role as an Archon, which is actually an ordinary human whose divine soul is detached. Furina did this to prevent the great disaster that had been predicted to befall her territory. She did this scenario with full determination and mentality, so Furina finally succeeded in warding off the great disaster that befell her territory. When her goal was achieved, Furina could finally be free to play the role of an Archon, becoming herself who was just an ordinary human being.

CONCLUSION

To conclude this research, the results of the discussion present a lot of denotation and connotation content used in the Archons' quotes about several things. The connotative meaning plays an important role in the story used in the quotes to discuss and provide things that want to be conveyed implicitly. In other words, the purpose of using connotative meaning is not only as a variety of language to beautify the narrative form, but also to give a certain philosophical impression of the Archons' characteristics that reflect values, beliefs or traits. With all that, the Archons' quotes are not just words of fictional characters, but also provide deep meaning for the audience. Through this study, it is hoped that it can increase knowledge, especially in the realm of deepening meaning in the field of online games. Suggestions for future researchers to be able to deepen the discussion of denotation and connotation meanings, especially in online games that have a strong story base such as Genshin Impact. It is also expected to be able to choose a more specific focus, such as the character's response to one thing or another.

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