

ABSTRACT

In the game entitled The Last of Us, there is a depiction of the development of the relationship between the two main characters in the game named Joel and Ellie who throughout the relationship have a relationship that is just Business becomes a relationship like parent and child. The purpose of this study was to analyze the process of development of the relationship between Joel and Ellie. In this study, researchers used qualitative methods with an approach through Charles Sanders Peirce's semiotics. Researchers used Charles Sanders Peirce's sign trichotomy, which is like representation (qualisign, sinsign, legisign), object (icon, index, symbol), and interpretation (rheme, decisign, argument). In The Last of Us, several scenes appear that explain the development of the relationship between Joel and Ellie with democratic parenting which makes the relationship like a parental relationship and children who need each other. The conclusion of this study is that there are signs and meanings regarding the development of the relationship between Joel and Ellie who are like parents and children in the game The Last of Us in several video scenes that show the development of the relationship between Joel and Ellie. The factor that causes this is because the conditions and circumstances during the trip Joel and Ellie need each other, giving rise to a more intimate relationship for both.

Keywords: Relationship Development, Parent And Child, Semiotics Charles Sanders Peirce, Media Games