

# NOUN PHRASE ANALYSIS OF MAGAZINE ARTICLE "VIDEO GAMES ... ARE GOOD FOR YOU?" BY GABRIEL J. ADAMS

# Egi Nurdiansyah<sup>1</sup>, Intan Satriani<sup>2</sup>

IKIP Siliwangi <sup>1</sup> eginurdiansyah97@gmail.com, <sup>2</sup> intan.satriani@yahoo.co.id

#### Abstract

Understanding the text is one of the objectives of English study. Before understanding the complex sentence the basic skill that student need to master is to understand the phrases of each sentence. This article objectives are to give more understanding about noun phrases in magazine article to help student easy to understand the basic of English especially phrase. The reason writer choose noun phrase is the most commonly used phrase in the sentence is the noun phrase and the writer want to make the reader familiar with noun phrase. This article will analyze the magazine article with 22 sentences and also contains 66 noun phrases in it. Which the writer will determine the modifier every noun phrase in it. Therefore, mastering phrases is a key to become a fluent speaker of English.

Keywords: Noun Phrases, Magazine Article

#### **INTRODUCTION**

Magazine articles nowadays are mass media that *milenials* are interested in. One from many reasons is because it is easy to acquired and commonly gives the reader some hot news that currently happens in society. There are many types of magazine article based on the category that the article discusses. There is healthcare, technology, culinary, education, entertainment etc. the article magazines nowadays usually aren't in printed version, but also in electronic version.

Reading is a complex process that involves generation and getting information, analyzing meaning, and making any decision about content (Parmawati & Yugafiati, 2017). Reading article activities will be less when readers do not understand the language used. Readers will have some difficulties to understand what the writer expressed in the message. Because of that readers should learn not only their national language but also the international language. The currently international language is English, which many countries used this language as their second language, but in Indonesia it is consider as the foreign language.

English become more important in globalization era. It has been believed as one of the crucial aspects that are needed in providing a quality of human resources. Many books about education and other specific major are now written in this language. Therefore, it has been an important aspect especially in education. And one factor to become fluent in speaking English is understanding the concept of phrases because it is the small part of English and become a basic study to understand English.

In this article, the writer objective is to analyze the magazine article titled *video games ... are god for you?* By Gabriel J. Adams with noun phrase. The reason writer chose noun phrase to



analyze the magazine article because the noun phrase is phrase that usually people used in their sentence. the writer also wanted to know how many noun phrases are there in the article.

# Noun Phrases

According to Crystal (1992) in (Sharhan, 2018) a phrase is an element of structure typically containing more than one word, but lacking the subject-predicate structure usually found in a clause. Which means phrase is a combination of words. in addition is a combination of words which has no subject (Rini, 2019). The function of a phrase depends upon its construction that place in a sentence. depending to its function in a sentence phrases are form in several types: noun phrase, verb phrase, adjective phrase, adverb phrase, gerund phrase, infinitive phrase, and absolute phrase. (a) The noun phrase contains a noun and other associated words (usually determiners & modifiers) which modify the noun. (b) The prepositional phrase comprising a preposition and object preposition. (c) Adjective phrase acts like an adjective in a sentence. (d) Adverb phrase acts like an adverb in a sentence. (e) Verb phrase is the group of main verbs and auxiliaries in a sentence. (f) Infinitive phrase contains an infinitive (to plus base form of verb). It acts like a noun, adjective or adverb in a sentence. (g) gerund phrase is Verb + ing, modifiers and other word related to gerund, it acts like noun in sentence. (h) particle phrase is group of present-participle (v + ing) or past-particle verb. And (i) absolute phrase it contains of a noun or pronoun, a particle and modifiers.

## METHOD

This research used qualitative descriptive method as the research methodology. The data would be presented descriptively and the result was in explanation of words form which would be following by data presented in form of tables. Related previous statement (Nurmalasari & Apsari, 2019) stated that qualitative descriptive method are the least "theoritical" of all of the qualitative approaches to research. In addition, qualitative descriptive studies are the least encumbered studies, compared to other qualitative approaches, by a pre-existing theoritical or philosophical commitment.. It also supported by Sugiono (2013) that also states that qualitative is a natural object focused method. That was the main instrument of this research, the result focused on the meaning specifically rather than generalization.

The data of this research are several sentence that contain noun phrases from the magazine article titled "*video games … are god for you?*" By Gabriel J. Adams. The steps of data analysis in this research conduct codding, and explaining the each noun phrases. The step can be seen as follow:

- Codding of sentences that related noun phrases. Firstly, the writer gave a mark with bolding the noun phrases from each sentence that contain noun phrases in the magazine article titled "video games ... are god for you?" By Gabriel J. Adams.
- 2. Explaining the noun phrases of each Sentences that contain noun phrases Last step, the writer explained each noun phrases from sentence that contain noun phrases in the magazine article titled "*video games … are god for you*?" By Gabriel J. Adams.

# **RESULTS AND DISCUSSION**



# Results

After analyzing the magazine article titled "*video games … are god for you*?" By Gabriel J. Adams., the writer found 22 sentences that contains noun phrases . The data is in form of table:

	Table 1. Noun Phrases Analysis					
NO	Sentence	No	Noun Phrases	Explanation		
	While it may be disliked by parents, girlfriends and wives around the world, the video game industry is a permanent part of our world	1	By Parents	By is preposition (modifier)and parents is noun.		
		2	Around the world	Around is preposition (modifier), the is determiner (modifier), and world is noun		
1		3	The video games industry	The is determiner (modifier), video is adjective (modifier), games is adjective (modifier), and industry is noun		
		4	Part of our world	Part is noun (modifier), of is preposition (modifier), our is determiner (modifier), and world is noun		
	From its humble beginnings in the 80s, the video game industry has exploded into a ten-billion dollar subculture	5	In the 80s	In is preposition (modifier), the is determiner (modifier), and 80's is noun		
2		6	The video games industry	The is determiner (modifier), video is adjective (modifier), games is adjective (modifier), and industry is noun		
		7	Ten-billion dollars subculture	Ten-billion dollar is number (modifier), subculture is noun		
3	Hopefully, you can use some of <mark>this information</mark> to help convince the non-gamers in	8	This information	This is adverb (modifier), information is noun		

Noun Phrase Analysis of Magazine Article "Video Games ... Are Good For You?" By Gabriel J. Adams | 93



	<mark>your life</mark> that you're not just wasting <mark>your time</mark> your life that you're not just wasting	10	The non-gamers	The is determiner (modifier), non- gamer is noun
	your time	11	Your life	Your is pronoun (modifier), life in noun
		12	Your time	Your is pronoun (modifier), time is noun
4	It probably won't change their <mark>attitude a great deal</mark> , but it should help	13	attitude a great deal	Attitude is noun, a is determiner (modifier), great is adjective (modifier), deal is noun
		14	your homework	Your is pronoun (modifier), homework is noun
5	However, if you're neglecting your homework, your relationship or your hygiene due to video gameswellthis all won't matter much.	15	your relationship	Your is pronoun (modifier), relationship is noun
c		16	your hygiene	Your is pronoun(modifier), hygiene is noun
		17	video games	Video is noun, games is noun
6	Video games are an excellent way to relieve stress	18	Video games	Video is noun, games is noun
		19	excellent way	Excellent is adjective (modifier), way is noun
7	For the average non-gamer, in fact, spending 15 or 20 minutes a day playing an easy to learn, though difficult to conquer, game like Tetris or Minesweeper will do wonders for stress relief	20	the average non-gamer	The is determiner (modifier), average is adjective (modifier), non-gamer is noun
		21	15 or 20 minutes	15 or 20 are numbers (modifier) minutes is noun
		22	A day	A is determiner (modifier), day is noun



8	However, the more complex and involved games may actually be more effective than their simpler brethren.	23	their simpler brethren	There is pronoun (modifier), simpler is adjective (modifier), brethren are noun
9	Some people read a book or watch a movie as a way to get their mind off of their problems	24	Some people	Some is pronoun (modifier), people are noun
		25	a book	A is determiner (modifier), book is noun
		26	a movie	A is determiner(modifier) , movie is a noun
		27	a way	A is determiner (modifier), way is a noun
		28	their mind	There is pronoun(modifier), mind is noun
		29	their problems	There is pronoun(modifier), problems are noun
10	Basically, they allow people to be transported to <mark>a fictional</mark> world for a while	30	a fictional world	A is determiner (modifier), fictional is adjective (modifier), world is noun
11	In that area, video games are actually the most effective form of release, because they provide a deeper and more encompassing transportation.	31	video games	Video is noun, games is noun
12	Logical thinking is, sadly, <mark>a skill</mark> that seems to be mostly ignored in public education these days	32	a skill	A is determiner (modifier), skill is noun
		33	public education	Public is adjective (modifier), education is noun
		34	these days	These are pronoun (modifier), days is noun



		35	logical abilities	Logical is adjective (modifier), abilities are noun
13	It's truly sad because finely tuned logical abilities are critically important in our world. Nearly all video games train your mind in thinking logically.	36	important in our world	Important is adjective (modifier), in is preposition (modifier), our is pronoun (modifier), world is noun
		37	all video games	All is pronoun (modifier), Video is noun, games are noun
		38	your mind	Your is pronoun (modifier), mind is noun
14	This tends to go hand-in-hand with the previous example.	39	previous example	Previous is adjective (modifier), example is noun
	Logical skills are <mark>a good</mark> thing, but they lose their luster if used slowly	40	Logical skills	Logical is adjective (modifier), skills are noun
15		41	a good thing	A is determiner (modifier), good is adjective(modifier), thing is noun
		42	their luster	There is pronoun (modifier), luster is noun
	Quick thinking skills are <mark>a</mark> good thing, but can be disastrous without proper logic.	43	a good thing	A is determiner (modifier), good is
16		44	proper logic	Proper is adjective (modifier), logic is noun
17	Putting the two together, however, can have an immensely beneficial impact on your life	45	immensely beneficial impact	Immensely is advert (modifier), beneficia is adjective (modifier), impact is noun
		46	your life	Your is pronoun (modifier), life is noun

# 96 | Noun Phrase Analysis of Magazine Article "Video Games ... Are Good For You?" By Gabriel J. Adams

Volume 4, No. 1, January 2021 pp 91-99



18	Most games give you a time limit on reaching a decision, either in the form of a formal timer or in the form of somebody rushing at you with a shotgun or sword.	47	Most games	Most is pronoun (modifier), games are noun
		48	a time limit	A is determiner (modifier), time is noun, limit is noun
		49	a decision	A is determiner (modifier), decision is noun
		50	a formal timer	A is determiner (modifier), formal is adjective (modifier), timer is noun
		51	at you	At is preposition (modifier), you are noun
		52	A shotgun or sword	A is determiner (modifier), shotgun or sword is noun
19	These three arguments are actually enough to make me believe that everyone should play <mark>video games</mark>	53	These three arguments	These are pronoun (modifier), three is number (modifier), arguments are noun
		54	video games	Video is noun, games is noun
20	Everyone knows that stress relief is becoming increasingly important as our world becomes increasingly stressful	55	as our world	As is adverb (modifier), our is pronoun (modifier), world is noun
	Quick decision making and logical reasoning are huge assets in life.	56	Quick decision	Quick is adjective (modifier), decision is noun
21		57	logical reasoning	Logical is adjective (modifier), reasoning is noun
		58	huge assets	Huge is adjective (modifier), assets are noun
		59	in life	In is preposition (modifier), life is noun

Noun Phrase Analysis of Magazine Article "Video Games ... Are Good For You?" By Gabriel J. Adams | 97



22	So, the next time somebody starts ragging on you about 'wasting your time" playing video games, you can fill them in just a little bit on the fact that you're actually giving your brain one heck of a work out!	60	the next time	The is determiner (modifier), next is adjective (modifier), time is noun
		61	on you	On is preposition (modifier), you are noun
		62	your time	Your is pronoun (modifier), time is noun
		63	video games	Video is noun, games is noun
		64	a little bit	A is determiner (modifier), little is adjective (modifier), bit is noun
		65	on the fact	On is preposition (modifier), the is determiner (modifier), fact is noun
		66	your brain	Your is pronoun (modifier), brain is noun

## Discussion

From the table above, the analysis result shows us in every single sentence in the magazine article titled "*video games … are god for you*?" By Gabriel J. Adams are contain the noun phrases. The result also shows us that from 22 sentences there are 66 noun phrases, which means the mean of it is same like in every single sentence on the article contain 3 noun phrases. It also shows us that in 66 noun phrases there are 23 adjectives modifiers, 3 adverbs modifiers, 3 numbers modifier, 23 determiners modifiers, 9 prepositions modifiers, 21 pronouns modifiers.

## CONCLUSION

After the writer analyzed the data from the magazine article titled "*video games … are god for you?*" By Gabriel J. Adams. There are some conclusions which decided the writer from the research, they are:

- 1) Noun phrase is any phrase which modifies adjective, adverb, numbers, determiner, preposition, and pronoun.
- 2) The writer found the 66 noun phrases in 22 sentences, which means the mean is
- 3) From all of the sentences in the articles, most of the noun phrases in the articles use the determiners and adjective modifiers which appear 23 each.



In relation to the conclusions above, the following result are offered It is suggested to the English students in order to study more and have easy understanding about the analysis of the noun phrases in text especially magazine article, It is suggested to the English teacher in order to teach the students more example of sentences consisting noun phrases from magazine article.

#### ACKNOWLEDGMENTS

Alhamdulillahi rabil 'alamin, the writer expresses his highest gratitude to Allah subhanahu wa ta'ala for blessing, opportunity, health, love, and mercy to complete this article. This article entitled "Noun Phrase Analysis of Magazine Article "Video Games ... Are Good for You?" by Gabriel J. Adams" is submitted as the researcher curiosity to analyze the magazine using knowledge that the researcher acquired while learning in English Education Study Program, Faculty of Language Education at Institute of Teaching and Education (IKIP) Siliwangi. Finally, I would like to thank everybody who was important to the successful realization of this article. This article is far from perfect, but it is expected that it will be useful not only for the writer, but also for the readers. For this reason, constructive thoughtful suggestion and critics are welcomed.

## REFERENCES

- Nurmalasari, M., & Apsari, Y. (2019). Improving Students' Participation in Speaking English Using Snowball Throwing Technique. *PROJECT (Professional Journal of English Education)*, 2(2), 115. https://doi.org/10.22460/project.v2i2.p115-121
- Parmawati, A., & Yugafiati, R. (2017). Using Authentic Material To Improve Students' reading Interest (A Classroom Action Research in the Second Semester Students of STKIP Siliwangi Bandung). *Eltin Journal, Journal of English Language Teaching In Indonesia*, 5(1), 1-8.
- Rini, Y. (2019). Analysis of the Category Shift of Noun Phrases in Translation of the Queen Swallowâs Gift. *English Education: Jurnal Tadris Bahasa Inggris IAIN Raden Intan*, 7(1), 135–145.
- Sharhan, K. S., & Al-Abedi, H. K. (2018). The Noun Phrase: Formal And Functional Perspectives. *International Journal of Language Academy*.
- Sugiono, I. (2013). Metode Penelitian Kuantitatif dan Kualitatif dari R&G.