

UNDERGRADUATE THESIS

**THE REGISTER USED BY HODE PLAYERS
IN MOBILE LEGEND: BANG BANG**



By:

FATHUL ULUM

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**ENGLISH DEPARTMENT
FACULTY OF HUMANIITIES
UNIVERSITAS AIRLANGGA
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Submitted in Partial Fulfillment of the Requirement for the Sarjana Degree of
English Department Faculty of Humanities Universitas Airlangga

by:

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FACULTY OF HUMANITIES
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SURABAYA**

2022

DECLARATION

I declare that this undergraduate thesis submitted in partial fulfillment of the degree of Sarjana Humaniora (S. Hum) of the English Department Faculty of Humanities Universitas Airlangga is entirely my own work and has been solely the result of my own original research. Hereby, I confirm that:

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Surabaya, 20 December 2022



FATHUL ULUM
NIM 121811233007

Dedicated to my family especially my mom, big bro, dad, and other relatives

APPROVAL SHEET

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Bang Bang
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Approved to be submitted on 02 January 2023

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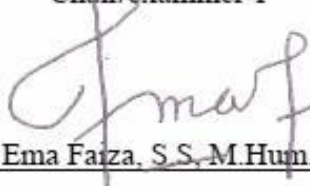
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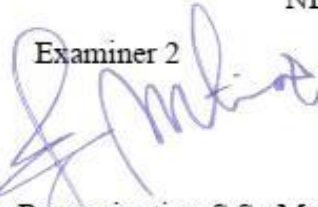
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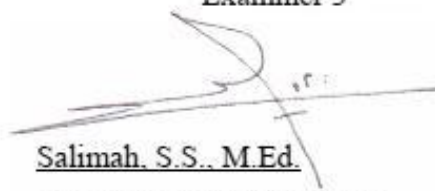
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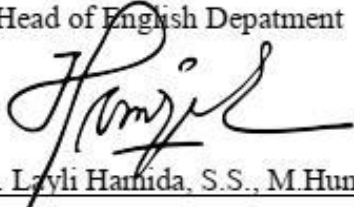


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ACKNOWLEDGEMENTS

First and foremost, the writer would like to express his gratitude towards Allah SWT for all the possible things He has met for him until now. Even though, at first, he thought it was impossible. The writer also received much support from the closest people around who have already accompanied him through all of the steps in writing this thesis.

Despite the writer's struggles, the process of writing this thesis would not be much easier if there was no assistant from his thesis advisor. Hence, Erlita Rusnaningtias, S.S., M.A. deserves an exclusive credit for every comment and suggestions she offered during the writer's time dealing with this thesis. The writer would also thank her academic advisor, Dr. Layli Hamida, for every guidance during these four and half memorable years studying in this department. Also, the greatest honor to the other lectures and English department staff for all the knowledge and helpful advice during this study.

Furthermore, to whom this thesis is dedicated, the writer is very much grateful to his parents and other relatives for their understanding and endless motivations while he silently struggled to finish this thesis.

The writer would like to address his gratitude to all his closest friends; Hilda, Tania, Jilan, and Arimbi, thank you for being the best friends in campus life. To all the writer's Bidikmisi friends, thank you for always support each other in any situation. To the writer *hode* friends; Ibrahim and Aris, thank you for the participation being the research subject, both of you really helpful. Last but not least, to the writer's partner Annisa', who always being the support system, thank you for always being reminder about anything until now.

Surabaya, 20 December 2022

Fathul Ulum

“Not knowing oneself, that’s the worst”

(Chou the 26th heroes of Mobile Legend: Bang bang)

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ABSTRAK

Register adalah keragaman bahasa yang digunakan oleh komunitas atau kelompok tertentu salah satunya gamer. Penelitian ini menganalisis register yang digunakan oleh pemain hode pada game online Mobile Legend: Bang Bang (MLBB). Tujuan dari penelitian ini adalah untuk mengidentifikasi kosakata yang digunakan oleh pemain hode di MLBB dan untuk mendeskripsikan proses pembentukan kata yang mendasari kosakata tersebut. Register (fitur) dianalisis menggunakan teori Holmes (2013), sedangkan proses pembentukan kata dianalisis menggunakan teori Bauer (2003) tentang 9 klasifikasi proses pembentukan kata. Penelitian ini juga menjelaskan bagaimana fitur yang ditandai sebagai register digunakan dalam konteks dengan menggunakan teori Holmes (2013) tentang faktor sosial. Dengan menggunakan pendekatan kualitatif, 5 pemain hode telah diamati ketika mereka berkomunikasi dalam game dengan total 10 game yang dimainkan dalam dua minggu. Temuan penelitian menunjukkan bahwa kosakata pemain hode berbeda dari kosakata pemain pada umumnya di MLBB dan jelas dapat dibedakan dari kosakata yang digunakan dalam kelompok atau konteks lain. Secara total, ditemukan 67 istilah dari 279 chat yang teridentifikasi sebagai register pemain *hode*, sebagian kosakata berbahasa Indonesia dan sebagian kosakata lainnya berbahasa Inggris. Selanjutnya, ada empat proses pembentukan kata yang mencirikan register ini, yaitu pemendekan (kliping), bentukan berdasarkan abjad (perpaduan dan akronim), penggunaan afiks, dan kasus yang melibatkan beberapa leksem (pemajemukan). Selain itu, hasil penelitian menunjukkan bahwa proses yang paling banyak ditemukan adalah pembentukan berbasis alfabet termasuk perpaduan dan akronim dengan total 35,71% dari seluruh proses. Proses imbuhan merupakan proses yang paling sedikit ditemukan sebanyak 3 data (10.71%) karena afiks membuat kata menjadi lebih panjang, sedangkan register digunakan agar terjadi komunikasi yang efektif dan efisien.

Keyword: *Hode, Kosakata, Mobile Legend Bang Bang, Proses pembentukan kata, Register*

ABSTRACT

Register is a variety of language which is used by certain communities or groups such as gamers. This study analyzes the register used by *hode* players in Mobile Legend: Bang Bang (MLBB) online game. The aims of this study are to identify the vocabulary used by *hode* players in MLBB and to describe the word formation processes underlying the vocabulary. The register (feature) was analyzed using Holmes' (2013) theory, whereas the word-formation processes were analyzed using Bauer's (2003) theory about 9 classifications of word-formation processes. This study also describes how the feature marked as register used in context by using Holmes' (2013) theory on social factors. By using qualitative approach, 5 *hode* players were observed when they were chatting in the game with total 10 games played in two weeks. The findings of the study showed that the vocabulary of *hode* players was distinct from the vocabulary of other players in MLBB and it is obviously distinguishable from the vocabulary used in other groups or context. In total, there were 67 terms out of 279 words identified as the register of *hode players*, some vocabularies were in Indonesian and some other vocabularies were in English. Furthermore, there were four word-formation processes characterizing this register. They are shortening (clipping), alphabet based formation (blend and acronym), the use of affixes, and cases involving several lexemes (compounding). In addition, the results of the study indicated that the most frequently process found was alphabet based formation including blend and acronym with a total of 35.71% of the processes. The affixes process was the least process found 3 data (10.71%) because affixes made the word longer, while register used in order to have an effective and efficient communication.

Keyword: *Hode, Mobile Legend Bang Bang, Register, Vocabulary, Word-formation process*