

CHAPTER I

INTRODUCTION

This first chapter is consist of five sections, which include background of the study, statement of the problem, objective of the study, significance of the study, and definition of key terms.

1.1 Background of the Study

Register refers to a variety of language that is used by some communities or groups. According to Holmes (2013: 262), the word register refers to the language spoken by individuals who have a common interest or occupation or the language spoken in situations involving such a group. Harley (2001: 3) defines language as a system of symbols and rules that enable us to communicate. He also concluded register as a variety of languages specializes in seeing the information about the language used by some groups or communities who share the precise communication, same behavior, same interest, or same experience.

There are many communities or groups whose registers can be studied, such as a sports club, the common ones, the medical community, or just a group of people playing a specific video game that the communication can be done inside or outside the game using social media.

In this era, people can find many entertainments faster and easier because of the impact of globalization and the internet. Some entertainments like movies and songs are more accessible with just a few clicks than in the past. This condition also affects the development of the video game that previously must

have a console by someone to play some video games, and they could only play with their neighbors. However, the situation is different now; the internet has become massively used by people around the world. Thus, video games have also become worldwide as it is connected to the internet.

Some old genres have been upgraded, such as Role Playing Game (RPG) which becomes Massively Multiplayer Online Role-Playing Game (MMORPG). Also, some other new genres have been created, such as Battle Royale and Multiplayer Online Battle Arena (MOBA). These genres are categorized based on the gameplay; for example, the gameplay of RPG games can be described as each player creating or using a character and playing the game following the storyline. In addition, there are subgenres of RPG, such as Strategy Role Playing Game (SRPG) and Japanese Role Playing Game (JRPG). Other genre is First Person Shooter (FPS); this genre is described as a war game using a gun from a first-person point of view. After the internet development, a new genre like MOBA becomes popular. In addition, one of the most popular MOBA games in Indonesia is Mobile Legend: Bang Bang.

Based on *mobile-legends.fandom.com*, Mobile Legends: Bang Bang is an online game whose developer is Moonton. Released on mobile as a Multiplayer Online Battle Arena game in 2016. This game has been booming in Southeast Asia, particularly in Indonesia, the Philippines, and Malaysia (*mobile-legends.fandom.com*). In Mobile Legend, more frequently called ML, there are two teams (each team consists of 5 players) in opposite situations, with each team's goal being to destroy another team's crystal in their base. There are three

lanes, and each lane consists of three towers at the top, middle, and bottom. The players who play this game can select a hero they want that is divided into six roles, Assassin, Mage, Tank, Support, Fighter, and Marksman.

It is common sense that when you play an online game, you communicate with other players around the world. It can be in the form of chat in-game that is commonly used or voice in-game if the game provides it. A game with the majority of male players is standard among game lovers. Still, right now, the game is not only for male players, but there are also female players. There are many purposes to playing an online game, such as having fun or interacting with other players. However, gamers called *hode* players to belong to male players who play the game as female players.

Based on *pulsagram.com* *Hode* is a term for male gamers who play using female characters or avatars, while the opposite is called *Deho*. The origins of the word *hode* may be traced back to the 2000s video game period when there was a game called Ragnarok in which many of the players were genuinely male but played as female characters. Other players were perplexed when identifying these individuals, so they settled on the creatures in the Ragnarok game that resembled male genitals, known as *hode*, as a term for male players that played as female players. The *hode* monster that looks like male genitals was chosen because it seems like ordinary sand when the monster is not attacked. Still, when the players approach or attack the monster, a worm-shaped monster similar to male genitals appears. It means that it looks like a girl on the outside, but it has male genitals on the inside.

There are two reasons why people choose to play *hode*, to attract other players by using a cute character or conceal their true intentions. First, *hode* uses *kawaii* characters, which refers to attractive anime characters found in most MMORPG games or other games. Because the cute female character will be the focus of attention, male gamers will dress up as a *hode* in order to gain attention and protection from other male gamers. Second, there is a hidden purpose or, closer to, naughty motive. By playing a female character, these *hodes* can easily ask for help. If they want to request an item that can only be purchased with real currencies, it is easy for them; just ask other male players, and they will give what *hodes* ask. Up to now, *hode* is often labeled negative. However, not all gamers play to be *hode* because they want to scam other players.

There are some characteristics of *hode* players based on ggwp.id. First, *hodes* do not use their real photos. They took pictures of beautiful, sexy, or cute women from the internet and used them as their game profile. Second, *hodes* use a westernized girl's real name or something cute like fluffy, honey, etc. Third, *hodes* rarely take pictures because they can take them from the internet and their social media accounts are new, or they only have a few friends. Fourth, when asked to use the original voice either through voice in-game or telephone, *hodes* will refuse it. Fifth, *hodes* always shows the cuteness of their character, such as while typing, he will write down something adorable as much as possible. The last, the most common characteristic of *hodes* is they ask for help to carry their character to become stronger or rank up, and in the worst cases, they ask for items, currency in-game, or real money.

These players are commonly labeled as negative players who scam other players. In reality, their objectives are diverse, starting only for fun, for their desire, or for real or game currency. *hode* players used a similar register to general players, but it was different in the situation and meaning on some occasions. For example, *hode* players usually start a conversation in this Mobile Legend: Bang Bang online game, they use a sentence like "*mabar yu kak*." After patch hero Angela was released, they added a sentence like "*aku cuma bisa angela*" affirming that they are weak and need to be carried by other players. On the battlefield, they also flatter their carrier players using the word "GG". Those are the examples of vocabulary which are specific to Mobile Legend: Bang Bang and the abbreviations which are frequently used by *hode* players.

Many researchers have conducted research on registers. First, Pradana (2012) conducted a study on gaming terms used by gamers of World of Warcraft. Second, Putra (2017) researched registers on Phantasy Star Online 2 (PSO2) Chat. The third, Magria, Asridayani, and Sari (2021) identified word formation process of slang word used by gamer in the game online "mobile legend". The last previous study from Pudjianto (2021), entitled register analysis of mobile legend: bang bang players. The Pradana's and Putra's study have similar theories to the current research but differ in the object of the study, and both of them do not research the use of the registers. Then the study from Magria, Asridayani, and Sari uses the same object, but also does not analyze the use of the register. The Pudjianto's study has similar object and goals, but in some theories it is different

with the current study. However, there are still few studies that have investigated *hode* players as their subject of the research.

The writer is interested in analyzing the register used by *hode* players in Mobile Legends: Bang Bang online game because based on the linguistic phenomenon there are some linguistic features, specialized vocabulary, and morphology that are unique to *hode* players and distinguish them from the linguistic features played by common players. Thus, it is important to conduct this study to reveal those linguistic features. The writer only focuses on vocabulary because Holmes (2013) stated that the common noticeable feature in the register is vocabulary, and based on the pre-observation, the data shows a process named clipping, an acronym, which includes in the word-formation processes proposed by Bauer (2003). In addition, this game is one of the most popular games online for mobile in Indonesia. The player active in this game based on ggwp.id is estimated at around 83.0000.000 (83 million) players, and it is still more if including the passive players that it can be increased in the next few years. Because of the popularity of this game in the youth generation, it has become one of the most popular games that must be played when gathering with friends. The way *hode* players chat or communicate with other players also becomes the main reason for the writer to conduct this research.

1.2 Statement of the Problems

According to the background of the research, the research problems in this research are formulated as follows:

1. What words characterizing the vocabulary of the register used by *hode* players in Mobile Legend: Bang Bang?
2. What are the word-formation processes underlying the vocabulary of the register of *hode* players in Mobile Legend: Bang Bang?

1.3 Objective of the Study

In accordance with the statements of the problem above, this study will attempt to:

1. To identify the words characterizing the vocabulary of the register of *hode* players in Mobile Legend: Bang Bang.
2. To describe the word-formation processes underlying the vocabulary of the register of *hode* players in Mobile Legend: Bang Bang

1.4 Significance of the Study

Theoretically, the writer hopes that the finding of this study could contribute to sociolinguistic research, specifically the study of registers. This study expected to give further development and new insight into the study of register, particularly on the vocabulary in online game. Furthermore, for the practical, this research hopefully can be beneficial to students and will inspire or act as a reference for future researchers who wish to do research in a similar field. As a sociolinguistics study, this research also gives additional information for students learning about registers as a phenomenon of communication in actual society.

1.5 Definition of Key Terms

1. Register: the language spoken by a group of individuals who have a common interest or occupation, or the language spoken in situations involving such a group. (Holmes, 2013)
2. *Hode* Player: A male gamer who plays a female character or avatar, acts like a female, and is commonly labeled as a negative player. (*Pulsagram.com*)
3. Mobile Legend: Bang Bang: An online game in the Multiplayer Online Battle Arena (MOBA) genre, the goal of this game is to destroy the crystal of our enemy in their base to win the match between 5 players vs. 5 players (*mobile-legends.fandom.com*)
4. Vocabulary: a collection of meaningful word forms that fill gaps in sentence structure. (Read, 2000)
5. Word-formation process: the ways in which new complex words are built on the basis of other words or morphemes. (Plag, 2002)