

UNDERGRADUATE THESIS

Register Analysis of *Mobile Legends: Bang Bang* Players



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SURABAYA

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**Submitted in Partial Fulfillment of the Requirements
for the Sarjana Degree of English Department
Faculty of Humanities, Universitas Airlangga**

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SURABAYA**

2021

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, 13 January 2021



Christyan Eggy Kurniawan P.

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THIS THESIS IS DEDICATED TO:

My family and friends, Safrina Diah Andini, and myself

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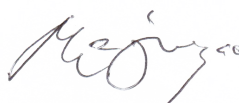
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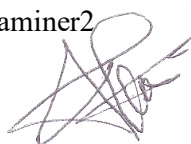
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Surabaya, 13 January 2021

Christyan Eggy Kurniawan Pudjianto

“All that glitters is not gold”

English Proverb

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Abstract

Mobile Legends: Bang Bang is one kinds of rising online game in Indonesia. The players of the game also develop a unique communication, or commonly known as a register. This study aims to reveal the linguistic feature of the register that is used by *Mobile Legends: Bang Bang* players in a match through quick chat feature. The study is conducted using a qualitative approach by applying social factors theory by Holmes (2013) and morphology theory by Carstairs-McCarthy (2002) and Yule (2010). From six matches recorded between 4- 6 November 2020, 35 specific vocabulary are identified and five different type of morphology; borrowing 42,86%, clipping 20%, abbreviation 17,14%, compound 14,28%, and affix 5,72%. The study also found that the register of *Mobile Legends: Bang Bang* players is characterized by using English, short in form but rich in meaning to serve its function for quick communication during online game. Hence, the register is developed to overcome the problem where the players have a limited time to communicate with each other

Keyword: Linguistic Feature, Mobile Legends: Bang Bang, morphological process, Register,

Abstrak

Mobile Legends: Bang Bang merupakan salah satu contoh permainan online yang sedang populer di Indonesia. Pemain game tersebut juga membuat gaya komunikasi yang unik, atau lebih dikenal dengan sebutan *register*. Penelitian ini bertujuan untuk menjabarkan karakteristik sebuah register yang digunakan oleh pemain *Mobile Legends: Bang Bang* dalam sebuah pertandingan melalui fitur chat yang tersedia dalam permainan. Penelitian ini dilakukan menggunakan pendekatan kualitatif, dengan mengaplikasikan teori *social factors* oleh Holmes (2013) dan teori morfologi oleh Carstairs-McCarthy (2002) dan Yule (2010). Dalam enam pertandingan berbeda yang direkam pada tanggal 4-6 November 2020, penulis menemukan 35 kosa kata spesifik dan lima macam tipe morfologi; borrowing 42,86%, clipping 20%, abbreviation 17,14%, compound 14,28%, dan affix 5,72%. Penelitian ini juga menemukan karakteristik dari *register* yang digunakan oleh pemain *Mobile Legends: Bang Bang*, yaitu menggunakan bahasa Inggris, memiliki bentuk yang pendek namun kaya akan makna yang mana memiliki fungsi untuk berkomunikasi secara cepat dalam permainan game. Oleh karena itu, register dibentuk untuk mengatasi permasalahan yang ada dimana para pemain memiliki waktu yang terbatas untuk berkomunikasi dengan sesama pemain.

Kata Kunci: fitur linguistik, *Mobile Legends: Bang Bang*, proses morfologi, *Register*,