

CHAPTER I

INTRODUCTION

1.1 Background of Study

Language, as a part of communication, has several functions. For instance, language can be used to ask for and give information, express feelings, describe a thing, and addressing something. In practice, people tend to use different varieties of language in a particular context. For instance, students tend to use formal language to speak with their lecturer, while with their friends they tend to use informal language. According to Holmes (2013) language varies depends on its uses as well as its users, according to where it is used, and to whom, as well as according to who is using it. In other words, the language varies depends on the participants and the context of the utterance that occurs at the time. Moreover, the language varieties have many forms that are affected by several social factors, such as participants, setting, and topic. One kind of language variety is known as a register.

In general, registers are set of language items associated with a discrete occupational or social group (Wardaugh and Fuller2015). On the other hand, Agha (2006) explains the register asa linguistic repertoire that is associated, culturally-internally, with a particular social practices and a person who engages in such practices. Similarly, Holmes (2013) argues that the register tends to be associated with particular community or, sometimes, a specific situation of use such as journalese, baby-talk, sport-commentators, and so on. In this case, the register can be defined as a set of language items that are used in particular social

practices by the person that is also associated with such practices. People who do not belong in the community or do not share a similar interest with the community may hardly understand the conversation inside the community since the register has a specific meaning. According to Moreono and Skorczynska(2015), the register is developed to be a complex communicative parameter of dimension that is difficult to understand and used by speakers outside the area of linguistic.

Furthermore, each community or group develops several unique characteristics such as lexical, syntactic, and even phonological that is used to distinguish their communication with other community (Holmes 2013). The phenomena can be examined in the sports announcers talk. Sports announcers in baseball, for instance, uses a specific term such as *home run*, *base loaded*, *dead ball* to describe the moment that occurs in a baseball match. In this case, sports announcers should make an efficient and precise description of the moment in a limited time. Therefore, sports announcers use specialized vocabulary that is related to the sports and also involves several features such as syntactic reduction and the inversion of normal words in a sentence (Holmes 2013). For the people who do not concern or have an interest in baseball, they may not understand what the sports announcer talked about.

Another community which also develop their specialized register is MMOGs gamers. MMOGs, or Massively Multiplayer Online Games, is an internet-based game that allows several people to play the game together or against another in real-time. Barry (2013) found that the MMOGs gamers modify existing words to create a unique communication style using game-specific

language forms. The language of MMOGs gamers, in the present days, can be considered as a subculture language since a large segment of the world's population uses the communication and language form extensively, both in entertainment and social context (Gelder 2007). However, since the language of MMOGs gamers can be considered as a register, the language has a specific vocabulary that can not be understood by other people who have no interest in games.

Among many kinds of MMOGs, *Mobile Legends: Bang Bang* can be considered as one of the rising online multiplayer games in the present day, especially in South East Asia. The game that was developed by Moonton and was released globally on 9 November 2016, has been downloaded over 500 million times and has 75 million active players around the world (Ahmed 2019). In Indonesia, the game is quite popular. Alfarizi (2019) recorded that Indonesia has 49,98 million active users per month and has become the biggest contributor to the game. Furthermore, *Mobile Legends: Bang Bang* was also supported by the government through several online competitions such as Menpora Cup 2020 and President Cup 2019 (SPIN 2020). Similarly, GTV, one of an Indonesian television channel, hold a competition for *Mobile Legends: Bang Bang* players to become professional eSportsplayers (Skor.id 2020). From the phenomena, *Mobile Legend: Bang Bang* can be considered as one kind of the influencing online game in Indonesia.

Inside the game, *Mobile Legends: Bang Bang* also has several features that allow the players to communicate with each other, both with teammates and

opponents. The features are quick-chat, emoji, voice chat, and chatbox. The quick chat in *Mobile Legends: Bang Bang* facilitates messages that can be easily delivered through a few clicks. The messages are various, depend on how the players set-up the message that they frequently used terms such as *well play*, *good game*, *enemy missing*, and so on. This feature makes the players easily deliver information about the situation that occurs in the game to other players.

Another feature that also the game has is emoji. Emoji, in the game, is a facial expression that is represented by the character in *Mobile Legend: Bang Bang* game. Besides, *Mobile Legends: Bang Bang* also has voice chat that allows the players to communicate, only with the teammates, orally. The last is the chatbox, a feature that allows the players to communicate with other players, both teammates, and opponents, using typed messages. The chatbox is the feature that the players most frequently used in-game since the voice chat is commonly used by the teammates who intendedly played together with their friends. Meanwhile, the players prefer to use the chatbox to communicate with other players, both opponents, and teammates, which is a stranger for them.

In this study, the writer aims to analyze the register of *Mobile Legends: Bang Bang* gamers that appear in the chatbox, especially on the vocabulary and its morphological patterns. Following the statement that every online multiplayer gamer develops their vocabulary, such as *Noob*, *AFK*, and so on (Bawa 2018), the writer assumes that *Mobile Legend: Bang Bang* players also develop their specific vocabulary which related to the game. In analyzing the data, the writer uses several morphological processes by Carstairs-McCarthy (2002) and Yule (2010) which

include compounding, abbreviation, acronyms, and blending, borrowing, and clipping. The writer also applies the theory of the social factors by Holmes (2013) to determine the context of the utterances.

In fact, several studies have been conducted to elaborate on the phenomena of the register in a certain community. One of the studies is conducted by Hudha (2017) with the title *Fashion Critics' Register in Fashion Police Talkshow*. He elaborates the register in the fashion critics community, by analyzing the morphological structures of vocabularies and the syntactic pattern of utterances produced by the fashion critics in the *Fashion Police* talk show. Using Carstairs-McCarthy (2002) and Yule (2010) theories, the researcher found that the vocabularies are used to mention the types of the dress and the types of the fashion styles. Meanwhile, the sentence structure contains a lot of syntactic reduction, including null subject, verb, and auxiliary.

Another related study that also used register as the main topic is conducted by Wardhana (2013), entitled with *Register Analysis in Action Figure Trading Forum on Kaskus*. He elaborates the register in the action figure community. In conducting the analysis, The study uses Halliday's theory of register which constructs the context of register: field, mode, and tenor. It found 14 register that consists of 10 terms that share similar meaning with general words and four terms that have a specific meaning.

Other related study that also investigates the register is conducted by Jaseem (2013), entitled with *The Sociolinguistic Status of Islamic English: A Register Approach*. He observes the specific terms that are known as Islamic

English in the special use of English by Muslim scholars in different fields of inquiry. The study found that Islamic English is old, real, heterogeneous, and has different varieties and/or registers ranged along a continuum or scale from light to heavy. The researcher also found that Islamic English, as a register, is distinguished by certain linguistic and social features, including lexis, grammar, topic, style, and discourse features. Moreover, the register is also used by the member of the community to simplify communication, to recognize the member of the community, and to decrease a certain probability of deceit.

Even though those aforementioned studies discussed register, this study aims to enrich the discussion in the field of register analysis, especially in the online game community. The register that is used in online game community is necessary to be conducted since the study which focuses on the topic is inadequate. Meanwhile, the total number of online game players has reached a large segment of the world's population (Gelder 2007). Moreover, since *Mobile Legends: Bang Bang* is one kind of the influencing online game in Indonesia, the writer assumes that analyzing the register of the game is necessary to be conducted since the register is also frequently used outside the online game context by several people and lead into confusion.

1.2 Statement of The Problem

Based on the background of the study, the research problem in this study is formulated as follow:

1. What are the characteristics of the linguistic features of vocabulary found in the register of *Mobile Legends: Bang Bang* players?

1.3 Objective of The Study

Based on the research question above, the objective of the study is formulated as follow:

1. To elaborate the linguistic features of vocabulary found in the register of *Mobile Legend: Bang Bang* players

1.4 Scope and Limitation

The study aims to explain the linguistic features of vocabulary that the *Mobile Legends: Bang Bang* players have including its morphological pattern. Thus, the scope of this study is *Mobile Legends: Bang Bang* players in Indonesia who speak English in the match. While the limitation of this study is the linguistic features of the vocabulary found in the register in the chatbox of the match. The other communication features that the game has, such as voice chat, quick chat, and emoji were not analyzed to make the study focus on specific features.

1.5 Significance of The Study

The study is conducted to give a theoretical and practical contribution to society and the development of the register analysis study, especially in an online game. Theoretically, the study is conducted to elaborate the linguistic features of the register among online players during the game. This study may also contribute to the sociolinguistics study in modern days, especially in the online game community.

On the other hand, in the practical term, this study elaborates the meaning of the register word and its structure to enable the audience to may gain a good comprehension of the use of register in the communication of online game

players. Furthermore, the study can be useful as a reference for further researchers who are also interested in the register analysis in online games communication

1.6 Definition of Key Term

Linguistic feature	: a unique characteristic of syntactic, vocabulary, and phonology (Holmes 2013)
<i>Mobile Legends: Bang Bang</i>	: a mobile multiplayer online battle arena (MOBA) developed and published by Moonton (Suckley 2018)
Morphological Process	: a means of changing a stem to adjust its meaning to fit its syntactic and communicational context (Carstairs-McCarthy 2002)
Register	: a specific language that tends to be associated with a particular community or sometimes specific situation of use (Holmes 2013)