REGISTER USED BY INDONESIAN CASTERS IN ONLINE GAME (MOBILE LEGENDS: BANG-BANG)

Agus Darma Yoga Pratama
Universitas Warmadewa
agusdarmayoga85@yahoo.com

ABSTRACT

The register is a part of language variations that is appeared in a different groups of society. A different way of speaking can carry different social meanings. A group of society may have a different form of language that surely has a different meaning. This research aims to find out the form of the registers used by Indonesian casters in an online game (Mobile Legends: Bang-Bang) and to describe the function of registers that are used by Indonesian casters in an online game (Mobile Legends: Bang-Bang). Based on the analysis that has been carried out, there are 43 register data used by Indonesian casters in the final mobile legends (Indonesia vs the Philippines). The classification of register forms is divided into lingual units of words, and lingual units of phrases. Based on the lingual unit of a single word includes 19 data, and the lingual unit of the phrase consists of 24 data. Then, there are three register functions used by Indonesian casters in mobile legends, namely: a) usage of registers to make communication more effective; b) the use of registers intends to attract the interest of language users in communicating; c) the existence of a register can distinguish one language from another. It is suggested to the interested parties who want to conduct another research in the same field to research other types of online games such as jargon, code mixing, code switching, slang, language variations, and various other interesting topics in the field of sociolinguistics.

Keywords: Casters; Online game; Registers

INTRODUCTION

Sociolinguistics is one of the disciplines in linguistics that deals with language and sociology. It describes language which is used by a certain community. According to Wardhaugh, sociolinguistics talks about investigating the relationship between language and society to be a better understanding of the structure of language, and how language functions in communication and language sociology, then discover how society can be better understood through learning language (Wardhaugh, 2011). This definition implies the attempt to understand more about specific usage, pattern, and meaning of a language within society. Sociolinguistics also defines language variations and their use that might be found in society. Poedjosoedarmo states that language variations are other forms of a language that are almost similar to the main language however they have some different characteristics that are affected by circumstances or environments (Suwito, 1983).

The basic principle of language variation is that speakers do not always speak in the same way the same for all events. This means that the speakers have an alternative or choice to speak in different ways in different situations. Allan Bell says that a different way of speaking can carry different social meanings (Coupland & Jaworski, 1997). The occurrence of language variation is not only caused by the speakers, but because of their activities, their social interactions are very diverse. A social group sometimes consciously or unconsciously creates a word or sentence that is slightly different from other groups and the general public. These words or sentences may sound ordinary only if spoken in the community. There is something the group understands there are others that other groups do not understand. The language or terms that are not understood by other groups are deliberately created for more promote communication between group members.

The register is a part of language variations that is appeared in a different group of society. Crystal defines register as a language variation that is defined based on its use in social language (Crystal, 1991). In sociolinguistics, the term register refers to both lexical and grammatical choices. The specifics made by the speaker depend on the situational context (Halliday, 1989). The term register here describes the language of groups of people with public interest or occupation or the language used in situations associated with such a group. The register focuses on the vocabulary items used by an individual or group of communities in certain terms and with certain goals. Every language has a function or purpose depending on the use of language. Sometimes one language used in one group has different pronunciation, writing, intonation, and vocabulary from other languages (Holmes, 1992). Characteristics of each community as well as certain fields can make the language used to be unique. In addition, the register of a certain group of people always gives rise to new languages that continue to be productive along with the development era. In sociolinguistic studies, registers are not only understood as not only a sign system but also seen as a social system, a system of communication, and as part of the culture of a particular society. Therefore, language research with a sociolinguistic approach will always be taken into account how the use and utilization register in society. The use of registers is influenced by various factors in social life in society.

Alwasilah adds that registers are classified into three kinds: 1) Fields of discourse (the topic of discussion), which is related to purpose and subject; 2) Modes of discourse (mode of conversation) that is related to means for example materials notes, written letters, and so on; 3) Manners of course, for example formal, ordinary, intimate, and so on (Alwasilah, 1993). The terms that could not be understood by other groups are deliberately created to improve communication between group members. The social groups that may have different registers also arise from various backgrounds. They may arise for academic purposes, business purposes, even game purposes, and other various groups. One of the social groups that recently arise in society is online gamers. This group has recently built a large number of members that significantly impact society. They come from an online game that can be operated by using a phone or personal computer.

In Indonesia, there are many different online games and their usage are recently increased in society. Those online games are DOTA, Free Fire, PUBG Mobile, and Mobile Legends: Bang-Bang. Online game is great demand by various groups ranging from children, teenagers, and even adults. Most people do not use traditional games but they prefer to use online games. An online game is a game that can be used by using a mobile phone which is connected to an online network. The online game can be played individually and in a group. The online game is not only played as entertainment but also a game that is competed nationally and internationally. One of the online games which have become a part of the electronic sport (e-sport) is Mobile Legends: Bang-Bang. Mobile Legends: Bang Bang, commonly referred to as ML or MLBB, is a mobile multiplayer online battle arena (MOBA) game developed and published by Moonton, a subsidiary of ByteDance. Released in 2016, the game grew in popularity worldwide, most prominently in Southeast Asia, and has since crossed the 1 billion downloads feat, with peak monthly players of 100 million. In 2021, Mobile Legends: Bang Bang achieved an all-time gross of US$1 billion with 44 percent of its revenue emanating from outside Asia, making it the top mobile game of its genre with the most global appeal. At its core, the game pits 2 teams of 5 against each other in real time with at least 10-second matchmaking and 10-minute matches. Featuring traditional battle arena gameplay, players must fight over three lanes to take the enemy's tower and defend their own. Like classic MOBAs, there is no hero training to level up or pay-to-play angle-winners, and losers are decided based on skill, ability, and strategy ("Mobile Legends: Bang Bang," 2022).

Mobile Legends: Bang Bang has been competed in the 31st SEA Games 2021 in Vietnam. Instead of playing those online, Mobile Legends: Bang Bang are often shared live games with the public through social media such as Facebook, Instagram, TikTok, and YouTube. By showing them to the public, there should be some casters who deliver some comments, analysis, or information about the gameplay in every competition which is being held. These casters usually have specific terms

that are used to describe the situation which may happen in a game. The terms that they used usually sound new and even could not be understood by other members of the community. By viewing this situation, it is important to figure out the registers that are used by every caster to recognize all the words that they convey. Some previous studies have been conducted on this topic. Havid Ardi in his paper about the Translation of Military Register the War Movie Subtitle says that the military register tends to be translated in general terms and non-military register (Havid, 2013). This research expresses those casters did not deliver the exact term in its domain as a result it could not be understood fully. There are some terms in form of abbreviations, acronyms, fragments, and contractions in the register of Mobile Legends game players as a form of people's habit of liking shorter language. There are swear words in the form of words, phrases, and clauses in the register of online Mobile Legends game players as an assumption that cursing is a symbol of intimacy. There are whole, partial, and foreign loan words in the register of players of the online Mobile Legends game because players imitate the background sound in the game application (Maysari, 2018).

Based on the explanation above, this research aims to find out the form of the registers used by Indonesian casters in the online game (Mobile Legends: Bang-Bang) and to describe the function of registers that are used by Indonesian casters in the online game (Mobile Legends: Bang-Bang).

METHOD

This research is descriptive qualitative research. According to Ospina, qualitative research is a form of systematic empirical inquiry into meaning (Ospina, 2004). The data were taken from YouTube MPL Indonesia in the final match of 31st SEA GAMES 2021 (Indonesia vs Philippines) which was streamed on May 20th, 2022. Data were transcribed from verbal conversations. Data were analyzed based on the interactive technique developed by Miles & Huberman (Sutopo, 2006). It involves data reduction, data presentation, conclusions, and verification.

DISCUSSION
The Form of the Registers Used by Indonesian Casters in Online Game (Mobile Legends: Bang-Bang)

The various forms of registers of Mobile Legends found can be identified based on the factors and functions of using registers in a conversation. There are 43 total register data found. The register forms are classified into lingual units of words, and lingual units of phrases in the form of noun phrases, verb phrases, and adverb phrases.

a. Lingual units of words
1. *Mem*-punish.
   This word is formed by using the prefix *Mem*- from the Indonesian language which is used to the attached verb '*punish'* from the English word. It means an act of giving a disadvantage to the enemy by killing their heroes or destroying their turrets to win the game.
2. *Nabrak*.
   This word comes from the Indonesian language which means 'to crash', but in this context, it refers to attacking the enemy team directly together with all of their skills.
3. War.
   This word means a situation of two teams is attacking each other with all of their teammates.
4. *Ganking*.
   This register means an act of actively moving around among teammates to kill an enemy hero.
5. Cover.
   This register means trying to protect other teammates.
6. *Goldlaner*.
   It is used to name the player that plays in the gold lane to get more advantage and could buy items to have more damage.
7. *Explaner*.
   This register means a player who plays in exp lane who aims to get level up quickly, and could help other teammates.
8. Roamer.
   This register means a player who is in charge to cover and help other team members.
9. Jungler.

It means the player that is required to kill buffs, and creeps, and get an advantage quickly, so could help the team to win.

10. Midlaner.
It is the player that plays in the mid lane that is in charge to support other teammates.

11. Hero.
Hero(s) is the playable characters in Mobile Legends: Bang Bang. Each one possesses unique abilities known as a skill.

12. Role.
A role is a category that the character will play throughout the game.

13. Ban.
The act of blocking a certain hero, so it could not be used to play.

14. Lane.
It is the place that heroes use to play and to get an advantage by killing creeps or destroying the enemy's turret(s).

15. Push.
It is an act of destroying the enemy's turret(s) to win the game.

16. *Rotasi*.
This register refers to an activity of moving from one lane to others to help teammates or get more advantage.

17. *Nobar*.
It is an acronym for '*nonton bareng*' in the Indonesian language which means to watch together.

18. Switch.
This word means an act of substituting the players in the game.

19. Positioning.
It means an act of a team taking a good position to kill the enemy otherwise the enemy could not catch their hero.

All registers found above which are in form of words mostly sound like new terms. Most of the words that are used come from English words that could not be interpreted literally by society. It is needed to recognize more about the specific meanings that they are going to deliver. There is a unique register in the data obtained that is when they used to combine English words into Indonesian prefixes as in the word mem-punish. Based on the word formation rules, it is surely not correct. However, it is used to make their language interactive, and it is also

sounded interesting. Then, the data found are also various. Those are in form of nouns, verbs, adjectives, and adverbs.

b. Lingual units of phrase
1. Best of five series (BO5)
This register is derived from English words which mean the match will consist of five games and the winner will be decided if a team can win 3 games.

2. Playstyle
The way a certain team plays in the game.

3. Early aggression
This phrase is used to describe the initiation to attack which is done by one team at beginning of the game to gain more advantage than its enemy.

4. Dive in
It means an act of attacking the enemy team until they defend the lane.

5. Macro and Micro
This phrase refers to the ability of the player in recognizing the hero and its role.

6. Comeback
This word refers to the condition that a team can win from a disadvantageous situation.

7. Under condition
This phrase means a team is in a state of being left behind and under pressure. They can't keep up with the opposing team's gameplay.

8. Buying time
This phrase means an act of spending the enemy's skills to give chance for his teammates to gather or take another advantage.

9. *Antar lini*
These words are derived from the Indonesian language which means 'between spaces' which refers to the position of certain heroes in their lane.

10. Pocking damage
This phrase means the amount of damage that could be taken out by a certain hero that can kill the enemy's hero.

11. Super aggressive
This phrase defines a condition that a team as totally attacking the enemy,

and trying to take control of a whole game.

12. *Panik gak?*

This phrase comes from the Indonesian language which means 'you are panic, aren't you?'. It was used to poke fun at the enemy team that is at a disadvantage or almost get lost.

13. *Tarik ulur*

This phrase is derived from the Indonesian language which means tug. It refers to the situation where two teams try to attack each other in a game to get some information about the enemy's team weaknesses.

14. First blood

It refers to the situation in a game where one of the heroes (s) is killed for the first time.

15. Objective gaming

This register defines a situation where a team tries to win the game by focusing on getting an advantage as much as possible.

20. Burst damage.

It refers to damage that can kill an enemy's hero instantly.

21. Late game insurance.

This phrase defines the possibility of winning in the late game by choosing a certain hero.

22. Good game (GG)
23. Well played (WP)
24. Nice try (NT)

The function of Registers Used by Indonesian Casters in Online Game (Mobile Legends: Bang-Bang)

Instead of finding out the list or forms of registers used by Indonesian casters in mobile legends, it is also useful to look at its function in its community or even outside of the community. There are some main functions of using the register in this research, they are explained as follows.

a. The use of registers is intended to make communication more effective. The use of language which is short, concise, and clear language in Mobile Legends terms is easier for community members to understand. These all terms are used to describe the situation that happened in the game. All social group members are needed to be familiar with all these terms to understand the information or messages that are conveyed by the casters.

b. The use of registers serves to attract the interest of language users in communicating. The register language was created unusual. The use of personification and hyperbole in figures of speech was found in this study to make the language seem more interesting and attractive. In addition, the Mobile Legends register aims to create more interesting communication and minimize monotonous communication. For example, war, *mem*-punish, *nobar*, *ganking*, buying time, and so on. The use of unusual terms also makes others members interested to use it. Even other group members do not only use those terms in the Mobile Legends domain. It is also used to communicate among other societies such as GG or good game which does not mean someone plays a good game but it can be used to praise or compliment someone who does a great job.

c. The existence of a register can distinguish one language from another. The register is different from the practical language in general. The language or terms that are usually used only exist in online game groups, especially Mobile Legends. This indicates that the use of registers can distinguish one field language from another.

CONCLUSION

Based on the analysis that has been carried out, there are 43 register data used by Indonesian casters in the final Mobile Legends (Indonesia vs the Philippines). The classification of register forms is divided into lingual units of words, and lingual units of phrases Based on the lingual unit of a single word includes 19 data, and the lingual unit of the phrase consists of 24 data. Then, there are three register functions used by Indonesian casters in Mobile Legends, namely: a) usage of registers to make communication more effective; b) the use of registers intends to attract the interest of language users in communicating; c) the existence of a register can distinguish one language from another.

REFERENCES
Alwasilah, A. C. (1993). *Pengantar Sosiologi Bahasa*. Bandung: Angkasa.

Coupland, N., & Jaworski, A. (1997). *Sociolinguistic: A reader and coursebook*. England: Macmillan Press Ltd.

Crystal, D. (1991). *A Dictionary of Linguistics and Phonetics*. United Kingdom: Basil Blackwell.

Halliday, M. A. K. (1989). *Spoken and Written Language*. Oxford: Oxford University Press.

Havid, A. (2013). The Translation of Military Regisin The War Movie Subtitle. In *Proceeding of the International Seminar on Language and Art*.

Holmes, J. (1992). *An Introduction to Sociolinguistics*. London: Longman.

Maysari, N. K. (2018). Register Pengguna Game Online "Mobile Legend" di Warung Kopi Daerah Lidah Wetan Surabaya. *Bapala Journal*.

Mobile Legends: Bang Bang. (2022). Retrieved May 2, 2022, from https://en.m.wikipedia.org/wiki/Mobile_Legends:_Bang_Bang

Ospina, S. (2004). *Qualitative Research*. London: SAGE Publications.

Sutopo. (2006). *Metode Penelitian Kualitatif*. Surakarta: Universitas Sebelas Maret.

Suwito. (1983). *Sosiolinguistik: Teori dan Problem*. Surakarta: Henary Offset.

Wardhaugh, R. (2011). *An Introduction to Sociolinguistics*. United States of America: Wiley-Blackwell Publisher Ltd.