

Analyzing Language Registers in Mobile Legends: Bang-Bang for Educational Insights

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Abstract

Register is a phenomenon where the use of language variations or terms that have peculiarities based on the situation and language needs and this phenomenon contains types and functions in speech. This research aims to find out the types and functions of utterances used in the game Mobile Legends: Bang-Bang. The data of this research comes from the terms in the Mobile Legends game. This research is a descriptive qualitative research that aims to describe a research object with a description. The researcher uses observation and documentation methods to collect data. The researcher used the theory of register types from Martin Joos (1962) and Halliday's register language function (1985). The researcher found four types of registers namely casual, formal, consultative and intimate registers with a total of 60 data divided into 40 casual registers (70%), 3 formal registers (5%), 14 consultative registers (23.33%), and 1 intimate register (1.67%) and the researcher found five functions of register language namely function of information, Regulatory, interactional, instrumental, and function of personal with a total of 60 data divided into 38 data of function of information (63.33), 15 data of regulatory function (25%), 3 data of interactional function (5%), 3 data of instrumental function (5%), and 1 data of personal function (1.67). The most used register type is casual register (70%) and the most used function is function of information (63,33%). the study identified the potential educational benefits of leveraging the gaming environment for language learning. Integrating Mobile Legends' language registers into educational practices can enhance students' linguistic skills and foster a more interactive and immersive learning experience.

Keywords: Educational, Sociolinguistics; Register; Mobile Legends [Century 10 pt, italic]

EXPLORING REGISTER FOUND IN MOBILE LEGENDS: BANG-BANG

Abstrak

Register adalah fenomena dimana penggunaan variasi bahasa atau istilah yang memiliki kekhasan berdasarkan situasi dan kebutuhan bahasa dan fenomena ini mengandung jenis dan fungsi dalam ujaran. Penelitian ini bertujuan untuk mengetahui jenis dan fungsi ucapan yang digunakan dalam game Mobile Legends: Bang-Bang. Data penelitian ini berasal dari istilah yang ada pada game Mobile Legends. Penelitian ini merupakan penelitian kualitatif deskriptif yang bertujuan untuk mendeskripsikan suatu objek

penelitian dengan deskripsi. Peneliti menggunakan metode observasi dan dokumentasi untuk mengumpulkan data. Peneliti menggunakan teori jenis register dari Martin Joos (1962) dan fungsi bahasa register Halliday (1985). Peneliti menemukan empat jenis register yaitu casual, formal, consultative dan intimate register dengan jumlah data 60 yang terbagi dalam 40 data casual registers (70%), 3 data formal register (5%), 14 data consultative register (23,33%), dan 1 data intimate register (1, 67%) dan peneliti menemukan lima fungsi bahasa register yaitu function of information, regulatory, interactional, instrumental, dan function of personal dengan total 60 data yang terbagi menjadi 38 data function of information (63,33), 15 data function of regulatory (25%), 3 data function of interactional (5%), 3 data function of instrumental (5%), dan 1 data function of personal (1,67%) . Jenis register yang paling banyak digunakan adalah casual register (70%) dan fungsi yang paling banyak digunakan adalah function of information (63,33%).

Kata kunci: *Sosiolinguistik; Register; Mobile Legends*

1. Introduction

The study on "Analyzing Language Registers in Mobile Legends: Bang-Bang for Educational Insights" is driven by the increasing popularity of online gaming platforms, particularly Mobile Legends: Bang-Bang, among the youth. Mobile Legends has emerged as a highly engaging and interactive online multiplayer battle arena game, providing a unique environment for social interaction. Understanding the language registers employed within the game is crucial for gaining insights into the linguistic dynamics that shape communication among players. Moreover, this research is of paramount importance in the educational context, as it offers an opportunity to explore how the language used in gaming environments can be leveraged for educational purposes. By delving into the linguistic nuances of Mobile Legends, educators can potentially integrate gaming elements into language learning strategies, fostering a more immersive and engaging educational experience for students. This study aims to bridge the gap between the gaming subculture and educational practices, offering a nuanced understanding of the language registers in Mobile Legends and their potential implications for innovative educational approaches.

Register is one the variety of languages used in a given community, with specific meanings distinguished by usage. It is used in certain situations certain circumstances, professions or groups and often have certain goals (Moulita, 2021). According to Pratama (2022) Registers are part of language variations who appears in another group of society. Some community in particular scope used differently language forms. They provide one specific variety to convey the message. Community of *Mobile Legends: Bang-Bang* also had their special language for communicate with another players in game. Register represents the specific way language is used in a particular context. Diverse registers can exhibit distinct features in terms of pronunciation, sentence structure, or vocabulary. Furthermore, a register is influenced by all the various aspects of a speech situation. For instance, a formal environment can lead to the development of a formal register, which may be distinguished by its use of specific vocabulary items.

Nowadays, there is concurrent exposure to communication technology during the growth of digital technology, particularly the emergence of new media Mawalia (2020). The development of the internet has made it simple for contemporary society to rely on the internet network for their daily activities. The availability of the internet makes it simple for people to converse online, they can use any applications like Facebook, WhatsApp, SMS, Instagram etc for communicate with people who are far away. From all the applications mentioned before, online games also can be a medium that can be used to communicate with

each other. According to Pratama (2022) there are many different online games that popular in Indonesia, and their popularity has recently grown. One such online game that has become an integral part of the world of Electronic sport (e-sport) is *Mobile Legends: Bang-Bang*.

Many different types of social communities are formed and one of these communities is *Mobile Legend* game players are connected through *Mobile Legend* gaming applications such as one of the electronic platforms. As mentioned above, languages continue to evolve as well as the development of society itself, which in turn leads to one phenomenon that appears in society, this phenomenon is the appearance of language variations within the community are only in lexical form known to people in the community, this phenomenon also happens on *Mobile Legends*. Community of *Mobile Legends* are mostly using lots of emerging special languages that are used in *Mobile Legends: Bang-Bang game*, it called as register.

The research about register has been examined by Pratama (2022) with the title *Register Used by Indonesian Casters in Online Game Mobile Legends: Bang-bang*, his research examined register used by caster in mobile legends, he used a qualitative descriptive research. He was taken the data from YouTube MPL Indonesia in the final match of 31st SEA GAMES 2021. His research is analyzed the form and the function of register that used by Indonesian casters in mobile legends. The difference between his research and this research is in his research he analyzed the form or pattern and the function of register used by casters, meanwhile this research analyzed the type and function of register in mobile legends based on Martin Joos (1962) for analyze the type of registers and Halliday's (1985) theories for analyze the function of language registers. And the data source of this research is all terms in mobile legends game that related to register.

The study about registers that included in this game is very important because there are many words or language that do not match the literal meaning and this can cause misunderstanding if someone brings game language into daily life and even more dangerous (Sirait, 2020). As researchers know, *Mobile Legends* is a game with strategic gameplay. The battle between heroes aims to destroy the enemy base to win the match, because nowadays online games is very popular including this *Mobile Legends: Bang-Bang*, so the researcher decided to explore register found in *Mobile Legends: Bang-Bang* online game. Term that used in game is very different from the terms we usually use, starting with the terms which are rarely used by people and in my opinion the terms are very crude and not worth to saying.

One of terms used in the game are related to register is "*First Blood*" The phrase "First Blood" in *Mobile Legends* carries a specific meaning within the context of the game it used by the presenter in the game to signify that one player has defeated a hero who had not been defeated before in the match. The primary function of this register is informative. In terms of register, the phrase "*First Blood*" falls under the casual register. It is a short, impactful, and commonly used term in gaming to announce a specific milestone in a match. The language is informal and aligns with the fast-paced and dynamic nature of multiplayer online battle arena (MOBA) games like *Mobile Legends*.

Based on the explanations provided earlier, the researcher developed an interest in studying the registers within the *Mobile Legends* game, particularly focusing on their types and functions. This game includes specific terms and phrases used by gamers. Furthermore, the utilization of gaming language in *Mobile Legends* can lead to differences in comprehension for individuals who are not regular gamers. Consequently, conducting research on the registers within the *Mobile Legends* game is seen as crucial. It aims to ensure that individuals who are not familiar with gaming can avoid misunderstandings related to the use of gaming terminology in social contexts. Because of that, based on this observed phenomenon, the researcher intends to initiate a study focused on the registers found within the *Mobile Legends* game, and the research will be titled "*Exploring Registers Found in Mobile Legend: Bang-Bang Online Game*".

2. Literature Review

2.1. Previous Study

2.1.1 Amalia Irhana, M Bahri Arifin and Setya Ariani (2017) the title of the research is *English Registers in Allkpop News Articles*. The aim of this research is to find out the English registers found in Allkpop news articles, to identify types of changes in

meaning served by the English registers found in Allkpop news articles when compared with their lexical meaning in the dictionary. To collect the data, the researchers use source from Allkpop news article and used qualitative descriptive method for analyzed the data. The result from this research is the researchers has found 30 units of English registers of word and phrases in 503 news articles that posted in April 2021, Secondly, nearly all the English registers subjected to morphological alterations result from compounding processes. Thirdly, all of the English registers exhibit distinct meanings when compared to their definitions in the dictionary. The most prevalent category of semantic shifts involves the broadening of meaning, with 21 out of the 30 English registers analyzed experiencing this transformation. Lastly, the most dominant function within the language functions served by sentences containing English registers in news articles is the representational function.

- 2.1.2 Agus Darma Yoga Pratama (2022) *Register Used by Indonesian Casters in Online Game Mobile Legends: Bang-bang* is the title of this research. The primary objectives of this research are to explore the patterns of registers that used by Indonesian casters in the context of an online game, specifically Mobile Legends: Bang-bang. Additionally, the study aims to educate the purposes and function served by these registers when utilizes by Indonesian casters during in Mobile Legends: Bang-bang. The data was taken from YouTube MPL Indonesia in the final match of 31st SEA GAMES 2021 and analyzed using qualitative descriptive method. In this research, the researchers found 19 unit of a single word and 24 unit of lingual phrases.
- 2.1.3 Haryani, Ainur Rosyidah Azime Putry (2021) (Politeknik Bumi Akpelni Semarang, Pascasarjana Universitas Negeri Semarang) with the title *A Register Analysis of Photographers Commentaries on Social Media Community (Instagram)* this study proposed to explore the linguistic structure, significance, and underlying purpose within the commentaries provided by photographers from Rembang on the social media platform Instagram. The research team utilized a qualitative research approach. Data collection was achieved through careful observation and documentation. The researchers used Larson's theory for analyzed the meaning of registers. From the research, the researchers identified a rage of linguistic elements within the data, including an abbreviation, three nouns, one adjective, one verb, one compound word, one clipping, one noun phrase, and one verb phrase. Furthermore, they uncovered 2 lexical meanings (constituting 20% of the findings) and 8 contextual meanings (comprising 80% of the total). Additionally, the researchers pinpointed 8 motives related to the fulfillment of needs and 2 motives associated with the enhancement of prestige within the conversation.

Metode

This research used qualitative descriptive method to describe the research. The object of this research is Mobile Legends: Bang- Bang. The data of this research was taken from all terms in Mobile Legends that related with register. The data collection methods primarily involve observation with non-participant and documentation. This research used Martin Joos theory (1962) and Halliday's theory (1985) for analyzing type of register and function of language register. Additionally, the researcher utilizes note taking techniques to gather data, particularly by observing the terms used in the *Mobile Legends Bang-Bang*. The data collection process includes: The researcher started by searching for terms which contain of register within the game, then, the researcher took

notes the terms that related with register, then classifies the terms based on type and function to register, then the researcher captures the terms, the researcher coded the utterances based on the types and functions. The researcher makes codifications to make the data are easy to analyzeh in the correct form. The codes shown below:

- 001: Number. Refers to the number of data or numeric.
- Form: Formal register. Refers to the type of register used to analyze the data.
- Froz: Frozen register. Refers to the type of register used to analyze the data.
- Cas: Casual register. It refers to the type of register used to analyze the data.
- Int: Intimate register. It refers to the type of register used to analyze the data
- Cons: Consultative register. It refers to the type of register used to analyze the data
- F: Function. It refers to the function of register used to analyze the data

3. Results and Discussion

The research on language registers in Mobile Legends: Bang-Bang yielded valuable insights into the linguistic dynamics of communication within the gaming community. The study revealed that the language used in Mobile Legends is diverse, incorporating slang, abbreviations, and gaming-specific terminologies. Players engage in complex communication strategies, including strategic planning, quick decision-making, and team coordination. Moreover, the study identified the potential educational benefits of leveraging the gaming environment for language learning. Integrating Mobile Legends' language registers into educational practices can enhance students' linguistic skills and foster a more interactive and immersive learning experience. The research highlights the adaptability of gaming elements for educational purposes, emphasizing the importance of acknowledging and incorporating the linguistic nuances of gaming subcultures into innovative teaching approaches.

Based on the research study above, the researcher found 60 data in the form of registers in Mobile Legends Bang- bang online games, and analyze the type of register and language function by using theory of registers by Martin Joos (1962) and Halliday (1985). Registers recognizes that the choice of language style is influenced by the social context, relationships between communicators, and the formality or informality required by the situation. Different registers are suitable for different social settings, and individuals naturally adjust their language use based on the social context and their relationship with the interlocutors.

3.1 Type of Register

No	Type of Register	Number of Data	Percentage
1.	Casual	42	70%
2.	Formal	3	5%
3.	Consultative	14	23,33%
4.	Intimate	1	1,67%
	Total	60	100%

Based on Martin Joos' (1962) theory, registers consist of five types. They are frozen, formal, consultative, casual, and intimate. The researchers found four types of registers which are used in Mobile Legends. They are casual, formal, consultative, and intimate registers. The researcher

The first type is the casual register, this register is used among close friends and acquaintances within the same group. It typically lacks detailed background information and often includes ellipsis and slang, with interruptions being a common occurrence. The casual register is characterized by the frequent use of contractions,

abbreviations, slang, and informal language. The researcher found 42 data with 70 percentages about casual register in Mobile Legends. This is the largest percentages, because indeed during the game, most often use language or terms that are not formal. So, the type that often appears in the Mobile Legends game is casual. For instance: **036/Cas: Not bad, that deserves praise**



Picture 1: Not bad, that deserves praise

As shown in Picture 1, the phrase "Not bad, that deserves praise" in Mobile Legends is a positive and encouraging statement used by players to acknowledge a teammate's performance or play during a match. This message falls under the casual register within the context of the game. In the gaming community, players often use informal and friendly language to communicate quickly and efficiently during the fast-paced nature of a match. The phrase "Not bad" is a casual way of expressing approval, and "that deserves praise" adds a positive and supportive tone to the message. It's a form of in-game communication that fosters a sense of teamwork and encouragement among players.

The second type is formal register. In Mobile Legends, a formal register typically refers to the use of more polished and sophisticated language in communication between players. This style of communication is often employed in a professional or strategic context, such as during team coordination, planning, or discussions about in-game strategies. The researcher found there are 3 data with 5 percentages about formal registers in Mobile Legends. For instance: **044/Form: The enemy concedes defeat**



Picture 2: The enemy concedes defeat

As mentioned in picture 2, the phrase "The enemy concedes defeat" in Mobile Legends carries a specific meaning within the context of the game. It signifies that the opposing team has voluntarily decided to admit defeat or surrender the match. In the competitive environment of Mobile Legends, this usually happens when a team recognizes that their chances of winning have diminished, and they choose to end the game rather than continuing to play. In terms of register, this phrase falls under the formal register. The language is clear,

direct, and relatively formal within the context of the game. It is a straightforward announcement used by the game system to communicate a significant event—namely, the acknowledgment of defeat by the opposing team.

The third type is consultative register. In the context of Mobile Legends or other online multiplayer games, the consultative register aligns with Martin Joos's theory of registers, referring to a level of language formality and interaction typically used in interactive and collaborative settings. In Mobile Legends, the consultative register is often employed when players discuss strategies, make plans, or coordinate actions during the game. The researcher found 14 with 23,33 percentages data about consultative registers in Mobile Legends. Examples of language in the consultative register in Mobile Legends might include: **048/Cons: Attack the turtle**



Picture 3: Attack the turtle

As shown in picture 3 the phrase "Attack the Turtle" is an imperative command that players use to instruct their teammates to engage and defeat the Turtle, which is a neutral monster on the game map. The Turtle is a valuable objective in Mobile Legends as defeating it grants various team-wide benefits, including experience points and gold. In terms of register, the phrase "Attack the Turtle" falls under the consultative register. The sentences are commands or requests, and in the context of Mobile Legends, this language is used to provide quick and direct instructions to teammates during gameplay. The use of imperative language, in this case, serves to mobilize the team, indicating a strategic decision to focus efforts on a specific objective, the Turtle.

The last type is intimate register. The intimate registers attempt to describe a style of communication within a close-knit group of players. In gaming, players often develop close relationships with teammates, and communication can become more informal and friendly. For this intimate type, the researcher only found 1 data with 1,66 percentage. For instance: **60/Int: Thank you so much best friend**



Picture 4: Thank you so much best friend

As shown in Picture 4, the phrase "thank you so much best friend" in Mobile Legends expresses gratitude and camaraderie between players. This type of communication falls under the intimate register. In the context of online gaming, especially in the fast-paced and competitive environment of Mobile Legends, players often use informal and friendly language to communicate with their teammates. The term "best friend" is likely used playfully or sarcastically in this context. Gamers often use terms like "best friend" or "buddy" to address their teammates in a lighthearted way, emphasizing cooperation and camaraderie during the game.

3.2 Function of Language Register

No	Function of Language Register	Number of Data	Percentages
1.	Function of information	38	63,33%
2.	Function of regulatory	15	25%
3.	Function of interactional	3	5%
4.	Function of instrumental	3	5%
5.	Function of personal	1	1,67%
	Total	60	100%

Based on Halliday theory (1985), function of language registers consists 7 function there are function of interaction, function of instrumental, function of regulatory, function of personal, function of imaginative, function of information and function of heuristic. But, in this research, the researcher only found 5 function of language register in Mobile Legends, there are function of information, function of regulatory, function of interaction, function of instrumental, and function of personal.

The first is function of information or representational function. The representational function of language, within the context of a linguistic register, involves conveying information about the world or representing facts. In Mobile Legends or any online gaming environment, the representational function is evident in the communication used to share factual details, convey strategies, and provide updates about the game. The researcher found 38 data with 63,33 percentages for the information function of language register in Mobile Legends. For example: **001/F: First blood**. In Mobile Legends, the term "First Blood" serves as a notification to indicate which team or player secures the first kill in a match. This term is classified as function of information, because the presenter used "First blood" to inform all players in game about this achievement.

The second is function of regulatory. In the context of registers in Mobile Legends refers to the way language is used to influence the behavior of others or

control their actions during gameplay. In Mobile Legends, where effective teamwork and coordination are crucial, players often employ a regulatory register to give commands, make strategic decisions, or direct the actions of their teammates. The researcher found 15 data of regulatory function of language register in Mobile Legends with 25 percentages. Examples of the regulatory function in Mobile Legends may include: **047/F: Attack the lord**. Attack the lord is an instruction given to players during a match. This phrase is often used to encourage teammates to eliminate the lord. In terms function of language, "attack the lord" falls under the function of regulatory.

The third is function of interactional. In the context of Mobile Legends or any online multiplayer game, the function of interaction refers to the way language is used to establish and maintain social relationships and connections between players. The researcher found 3 data with 5 percentages about function of interactional. For example, when a player expressing a gratitude to their teammates, they said: **060/F: Thank you so much best friend**. The phrase "thank you so much best friend" in Mobile Legends expresses gratitude and used to establish and maintain social relationships and connection. So, this phrase falls under the function of interactional.

The fourth is function of instrumental. The instrumental function of language, including register in the context of Mobile Legends, refers to the use of language as a tool to fulfill one's personal needs or goals. The researcher found 3 data with 5 percentages about the instrumental function of language register in Mobile Legends. For example: **053/F: I'll take the buff**. The phrase "I'll take the buff" in Mobile Legends carries the meaning that the player expressing it intends to claim or acquire a specific in-game buff. In terms function of language, it falls under function of instrumental.

And the last is function of personal. The personal function of language registers in the context of Mobile Legends, refers to use of language as a tool to expressing one's personal opinion, feelings, thoughts and experience, for this function, the researchers only found 1 data with 1,67 percentage. The example of function of personal register in Mobile Legends: **040/F: Hold out and we can win**. Hold out and we can win is an optimistic assertion, indicating that if the team continues to resist the opponent's efforts and to convince teammates that there is still a chance to win the match. this phrase falls under the function of personal because, this sentence was said by someone based on his thoughts or opinions.

Based on the findings of the research, the use of registers in mobile legends is dominant in positive use, where mobile legends players use these registers for team cooperation, encouragement, constructive feedback, sportsmanship and for friendly communication. But there are some registers that contain negative meanings, for example, "you have been slain". This register means that you have been eliminated by the enemies, if this register is used outside the context of Mobile Legends, it can create misunderstandings between people who play mobile legends games and people who are not play Mobile Legends game. As researchers know, Mobile Legends is a game battle between heroes who aim to destroy the enemy base to win the match. So, to win the match you have to eliminate the enemies one by one, as long as it is still in the context of the mobile legends game, the use of this register is a normal thing.

4. CONCLUSION

Upon completing this investigation, the researcher has drawn several conclusions. It was observed that Mobile Legends players consistently use register in their communication. The study revolved around two main research questions: the first one delving into the types of register found in Mobile Legends, and the second focusing on the functions of language register in Mobile Legends. The ensuing conclusions are based on the exploration of these two-research question.

4.1 Type of Register

In examining the language register in Mobile Legends, it is evident that multiple types of registers coexist within the gaming community. Drawing from Martin Joos's theory, which categorizes registers into frozen, formal, consultative, casual, and intimate, it becomes apparent that players employ a diverse range of linguistic styles based on the social context and the nature of their interactions. The research identified the presence of a formal register in strategic discussions, announcements, and official communication. Casual register is prevalent in everyday in-game conversations, fostering a sense of camaraderie and ease among players. Additionally, consultative register emerges during collaborative efforts, such as planning strategies or discussing tactical moves with teammates. Moreover, while the concept of intimate register is explicitly mentioned, the research hinted at the existence of an informal and personalized language style among players with close relationships or longstanding team dynamics.

4.2 Function of Language Register

The study revealed that the language used in Mobile Legends is diverse, incorporating slang, abbreviations, and gaming-specific terminologies. Players engage in complex communication strategies, including strategic planning, quick decision-making, and team coordination. Moreover, the study identified the potential educational benefits of leveraging the gaming environment for language learning.

In terms of the function of language register in Mobile Legends, it primarily serves regulatory, information, instrumental and interactional purposes. The regulatory function involves using language as a tool to convey strategic commands, coordinate actions, and contribute to the team's success in achieving in-game objectives. The function of information is to inform all players about all incident that happened in the match. On the other hand, function of instrumental involves using language as a tool to achieve specific goals or fulfill personal needs. And the last, interactional function is reflected in the social interactions among players, fostering a sense of community, teamwork, and shared experiences. Understanding the nuanced use of different registers in Mobile Legends is essential for players to effectively communicate, strategize, and build strong team dynamics within the complex and dynamic environment of the game. The varied functions of language register contribute significantly to the overall gaming experience, enhancing both the strategic gameplay and the social interactions within the Mobile Legends community.

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