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An Analysis of Register Used by Mobile Legends Commentators in the Grand Final MPL ID Season 10 Tournament

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ABSTRACT

The study analyses the usage of register by Mobile Legends commentators during the Grand Final of MPL ID Season 10. It applies Biber & Conrad's (2019) register theory, using a descriptive qualitative method with total sampling. Data collection involves observing tournament videos, transcribing commentator speech containing Mobile Legends registers, and verifying through video review. The research identifies 25 Mobile Legends register instances, including 12 nouns, 1 verb, and 1 adjective. Additionally, 7 noun phrases and 1 adjective phrase are found as linguistic features. The study also uncovers 3 instances of abbreviations, a novel finding that aids efficient message conveyance, despite not being part of Biber & Conrad's theory. The research also examines situational context and functional relationships, including participants, relationships, sources, processing conditions, setting, communicative goals, and topics. Results indicate commentators aim to inform and entertain the audience by sharing insights about gameplay, hero abilities, player strategies, and other engaging phenomena. The researcher recommends further investigation using Biber & Conrad's (2019) theory for detailed explanation.

Keywords: Biber & Conrad's theory, Grand Final MPL ID Season 10, Mobile Legends, Registers, Sociolinguistics

ABSTRACT

Studi ini menganalisis konteks, fitur linguistik, dan hubungan fungsional register yang digunakan oleh komentator Mobile Legends pada Grand Final MPL ID Season 10. Dengan menggunakan teori register Biber & Conrad (2019), penelitian ini mengadopsi metode deskriptif kualitatif dengan total sampel. Data diperoleh melalui pengamatan video turnamen, transkripsi ucapan komentator yang memuat register Mobile Legends dengan alat transkripsi, serta verifikasi lewat penontolan ulang video turnamen. Hasil penelitian mencakup 25 data register Mobile Legends, termasuk 12 kata benda, 1 kata kerja, dan 1 kata sifat. Ada juga 7 frasa kata benda dan 1 frasa kata sifat sebagai fitur linguistik. Penelitian menemukan 3 data singkatan, yang meskipun di luar teori Biber & Conrad, efisien dalam menyampaikan pesan. Studi juga menganalisis konteks situasional dan hubungan fungsionalnya, termasuk partisipan, hubungan, sumber, pemrosesan, setting, tujuan komunikatif, dan topik. Hasil menunjukkan komentator bermaksud memberi informasi dan hiburan pada penonton dengan membagikan tentang permainan, hero, strategi pemain, dan fenomena menarik. Peneliti merekomendasikan penelitian lanjutan dengan penjelasan lebih rinci dan teori Biber & Conrad (2019).

Kata kunci: Teori Biber & Conrad, Grand Final MPL ID Season 10, Mobile Legends, Register, Sociolinguistik

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INTRODUCTION

The concept of language varieties is rooted in how language is employed within a society. These variations allow individuals to express their thoughts and emotions, shaped

by specific purposes and situations. Among these language varieties is the notion of "register," as discussed by Agustina (2004) and Holmes (2013). It encompasses language usage in distinct fields, groups, or professions within specific contexts. This phenomenon is

particularly evident within the gaming world, such as in the case of Mobile Legends. In the context of tournaments like the Grand Final of MPL ID Season 10. Not only players, but also commentators employ registers to facilitate communication and enhance audience comprehension.

In this study, the focus is on the Mobile Legends tournament where commentators like Mirko, Aeterna, and Arashi guide gameplay. Biber & Conrad (2019) outline a three-step process for analyzing registers: situational context, linguistic features, and the functional relationship between them. This method aids in dissecting the essence of phrases used in gaming commentary, such as Mirko's statement "Kairi jumps into the blade able to pick up first blood striking in game one." This utterance, for instance, encapsulates the game's situation, linguistic elements ("first" and "blood"), and their interrelation.

The situational context involves interactive engagement between commentators and viewers. The commentators act as specialists, catering to a wide audience. The linguistic analysis of phrases like "first blood" unveils the importance of these registers in simplifying and conveying complex in-game actions and their meanings. Registers like "first blood" streamline communication, offering concise explanations that transcend mere linguistic elements.

Mobile Legends' immense popularity and the surge in e-sports contribute to the prominence of registers. Based on Pratnyawan, Indonesia alone boasts over 34 million active Mobile Legends players, primarily male, concentrated on Java Island. E-sports, characterized by competitive gaming, relies heavily on registers for effective communication among team members.

The study's interest in analyzing the Grand Final of MPL ID Season 10 arises from its unique registers that reflect the evolving nature of language within the gaming context. This research aims to shed light on how registers aid in comprehending in-game dynamics, enhancing communication, and serving as a fundamental aspect of e-sports culture.

METHOD

The research methodology encompasses structured aspects such as research design, data collection, population and sample selection, and data analysis. The research

design includes qualitative, quantitative, and mixed methods approaches, with a focus on qualitative research to understand the significance individuals or groups attribute to a social issue. Data sourced from Mobile Legends commentators in the MPL ID Season 10 Grand Final on YouTube, comprises non-numerical elements like text and images. The study utilizes total sampling and multi-step data collection, followed by in-depth data analysis involving classification, interpretation, and contextual explanation.

RESULTS AND DISCUSSION

In the study, the researcher identified 25 instances of registered language in the Grand Final MPL ID Season 10. These comprised 12 nouns, 1 verb, and 1 adjective. Additionally, there were 7 noun phrases and 1 adjective phrase, both representing linguistic features. Also, 3 instances included abbreviations. Nouns were predominantly used by commentators due to their pivotal role in communication. Nouns represent people, places, things, and ideas, serving to describe objects and concepts.

However, verbs and adjectives were infrequently employed in the commentators' utterances. This was attributed to the commentators elaborating on players' actions or providing supplementary information about players even when these words weren't part of the Mobile Legends register. Consequently, verbs and adjectives were scarcely utilized.

The research delved into the situational context and its connection to linguistic features. Each data instance's situational context was expounded, incorporating Biber & Conrad's theoretical framework. An analysis table highlighted these situational context aspects:

1. Participants: Addressors (commentators) - Mirko, Aeterna, Arashi; Addressee - tournament audience; Social characteristics - Mobile Legends enthusiasts.
2. Relationship among Participants: Interactive, encompassing roles like game analysis, entertainment, education, storytelling, and promotion; Colleagues with shared Mobile Legends expertise.
3. Channel: Spoken discourse, transcribed.

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4. Processing Circumstances: Real-time production.
5. Setting: Time and place displayed, public communication.
6. Communicative Purpose: Imparting information, opinions, and expressions.
7. Topic: Focused on gameplay during the match.

Further analysis unveiled the correlation between situational context and linguistic features. The functional relationship was depicted in a summarized interpretation table:

1. Participants: Addressors relied on nouns to inform addresses, as no direct interaction occurred.
2. Relationship among Participants: Addressors adopted a casual yet professional language style.
3. Channel and Production Circumstances: Addressors used shorter phrases or fragments in spontaneous speech.
4. Setting: Public group conversations led to incomplete language usage to capture attention, convey additional points, and sustain engagement.
5. Communicative Purposes and Topic: Nouns predominantly conveyed information and expressed ideas.

The research comprehensively examined the functional relationship between situational context and linguistic features within the Grand Final MPL Season 10 Tournament's register instances. The study revealed the dominance of nouns in conveying information, while verbs and adjectives were less frequent due to commentators' contextual elaborations.

CONCLUSION

The research concludes after observing and analyzing data using Biber & Conrad's (2019) theory of register in the Grand Final MPL Season 10 tournaments. It investigates situational context aspects including participants, participant relations, channel, processing circumstances, setting, communicative purpose, and topic. Commentators (Aeterna, Mirko, Arashi) address the tournament audience, using a casual style, spoken mode, and specialized communication via transcripts. Their aim is to inform and entertain through gameplay details. Analyzing linguistic features reveals 25 Mobile Legends registers: 12 nouns, 1 verb, 1

adjective, 7 noun phrases, 1 adjective phrase, and 3 abbreviations. Commentators frequently use nouns to efficiently convey information, while sparingly employing verbs and adjectives, as their primary focus is rapid gameplay commentary. Abbreviations are used for efficiency. The study underlines the connection between the first two situational context components and linguistic structure, often lacking proper grammar in spontaneous speech. Incomplete arrangements, like sentence fragments, simplify communication. Nouns dominate communication for conveying information. The research sheds light on situational context, linguistic features, and functional relationships, providing comprehensive insights. The analysis isn't merely about register meanings but also delves into contextual implications, offering a multifaceted understanding.

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