

**AN ANALYSIS OF REGISTER IN MOBILE LEGENDS
GAME: A SOCIOLINGUISTIC APPROACH**

THESIS



**By:
Hendro Sirait
141210071**

**ENGLISH DEPARTMENT
FACULTY OF SOCIAL SCIENCES AND HUMANITIES
PUTERA BATAM UNIVERSITY
2020**

AN ANALYSIS OF REGISTER IN MOBILE LEGENDS GAME: A SOCIOLINGUISTIC APPROACH

THESIS

**Submitted in Partial Fulfillment of the Requirements for the Degree of
Sarjana Sastra**



**By:
Hendro Sirait
141210071**

**ENGLISH DEPARTMENT
FACULTY OF SOCIAL SCIENCES AND HUMANITIES
PUTERA BATAM UNIVERSITY
2020**

SURAT PERNYATAAN ORISINALITAS

Yang bertanda tangan di bawah ini saya:

Nama : Hendro Sirait
NPM : 141210071
Fakultas : Humaniora
Program Studi : Sastra Inggris

Menyatakan bahwa “**Skripsi**” yang saya buat dengan judul:

AN ANALYSIS OF REGISTER IN MOBILE LEGENDS GAME: A SOCIOLINGUISTIC APPROACH

Adalah hasil karya sendiri dan bukan “duplikasi” dari karya orang lain. Sepengetahuan saya, didalam naskah Skripsi ini tidak terdapat karya ilmiah atau pendapat yang pernah ditulis atau diterbitkan oleh orang lain, kecuali yang secara tertulis dikutip didalam naskah ini dan disebutkan dalam sumber kutipan dan daftar pustaka.

Apabila ternyata di dalam naskah Skripsi ini dapat dibuktikan terdapat unsur-unsur PLAGIASI, saya bersedia naskah Skripsi ini digugurkan dan gelar akademik yang saya peroleh dibatalkan, serta diproses sesuai dengan peraturan perundang-undangan yang berlaku.

Demikian pernyataan ini saya buat dengan sebenarnya tanpa ada paksaan dari siapapun.

Batam, January, 16, 2020

Hendro Sirait
141210071

AN ANALYSIS OF REGISTER IN MOBILE LEGENDS GAME: A SOCIOLINGUISTIC APPROACH

By:

Hendro Sirait

141210071

THESIS

**Submitted in Partial Fulfillment of the Requirements for the degree of
Sarjana Sastra**

This thesis has been approved to be examined on the date as indicated below

Batam, January, 16, 2020

Drs. Zakrimal., M.Si

ABSTRAK

Fenomena register sangat sering ditemukan dalam suatu komunitas, biasanya, mereka menggunakan kata-kata atau istilah yang sudah ada tetapi memiliki makna yang berbeda, itu dapat ditemukan dalam kelompok masyarakat atau komunitas khususnya gamers. Penelitian ini bertujuan untuk mendeskripsikan jenis dan fungsi penggunaan register yang ditemukan dalam *Mobile Legend*. Penelitian ini menggunakan pendekatan sociolinguistik karena penelitian ini berkaitan dengan komunitas. Penelitian ini adalah penelitian kualitatif. Data dikumpulkan menggunakan metode observasi dengan non-partisipan. Data dianalisis menggunakan metode identitas pragmatis (Sudaryanto, 2015). Setelah menentukan metode, peneliti dapat menganalisis data dengan menerapkan teori Martin Josh (1962) dan Halliday (2006). Hasil penelitian ini disajikan dengan menggunakan metode informal. Setelah melakukan analisis, peneliti menemukan bahwa ada dua jenis register yang ditemukan dalam *Mobile Legend* yang digunakan oleh pengguna *Mobile Legend*, yaitu: santai dan intim. Kemudian, setelah melakukan analisis peneliti menemukan bahwa ada empat fungsi register, yaitu: interaksi, regulasi, pribadi dan informasi. Penelitian ini diharapkan bermanfaat di masyarakat khususnya dalam area *gamer*.

Kata kunci: sociolinguistik; register; tipe dan fungsi.

ABSTRACT

The phenomenon of registers is very often found in a community, usually, they use words or terms that already exist but have different meanings, it can be found in a group society or community especially gamers. This research aims to describe types and function of using register that found in “Mobile Legend”. This study uses a sociolinguistic approach because this research deals with the community. This research is a qualitative research. Data was collected using an observation method with non-participant. The data are analyzed using the pragmatic identity method (Sudaryanto, 2015). After determining the method, the researcher can analyze the data by applying Martin Josh (1962) and Halliday's (2006) theories. The result of this research was presented using an informal method. After conducting an analysis, the researcher found that there are two types of registers found in Mobile Legends used by Mobile Legend users, they are: casual and intimate. Then, after doing analysis, the researcher found four function of register, namely: interaction, regulation, personal and information. This research is expected to be useful in the community especially in the field of gamer.

Keywords: Sociolinguistic; Register; Type and Function.

ACKNOWLEDGMENT

First of all, the researcher would like to say thanks to the Almighty God, Allah SWT, who always gives His mercy, strength, and health so that the researcher is able to finish this thesis entitled “An analysis of Register on Mobile Legends Game: A Sociolinguistic Approach” completely on time. The researcher would like to say thanks to his father Mr. Muhammad Daud Sirait and his mother Mrs. Komaria Rambe for their love, inspiration and attention given to him endlessly in taking this undergraduate program. The researcher wishes to express his gratitude and appreciation to Mr. Drs. Zakrimal., M.Si as his advisor who has contributed his ideas and times in arranging this thesis.

Furthermore, the researcher would like to express his sincere gratitude to all people who involve both directly and indirectly especially to:

1. Dr. Nur Elfi Husda, S.Kom., M.SI., Rector of Putera Batam University.
2. Rizki Tri Anugrah Bhakti., S.H., M.H., Dean of Faculty of Putera Batam University.
3. Afriana, S.S., M.Pd., M.Hum., Head of English Department of Putera Batam University.
4. All lecturers of English Department, for their knowledge, motivation and suggestion during his study at Putera Batam University.
5. All of beloved family, especially to my sister Henny Zupita Sirait, Henna Zurena Sirait., S.E., and Hotdi Hamdi Sirait.
6. All of friends who are studying at Putera Batam University, especially to Hardiansyah Kasim, for all of his books and motivation, Ryo Ramadhan Syahputra, Nico Jecksen, etc. which have given spirit and friendship to the researcher.

May Allah SWT gives mercy, peace, and love for them. Amiiin.

Batam, 16 January 2020

Hendro Sirait
141210071

TABLE OF CONTENT

	PAGE
SURAT PERNYATAAN ORISINALITAS	i
APROVAL PAGE	ii
ABSTRAK	iii
ABSTRACT	iv
ACKNOWLEDGMENT	v
TABLE OF CONTENT	vi
LIST OF FIGURE	viii
CHAPTER I.....	1
INTRODUCTION.....	1
1.1 Background of the Research.....	1
1.2 Identification of the Problem.....	4
1.3 Limitation of the Problem	5
1.4 Formulation of the Problem	5
1.5 Objective of the Research.....	5
1.6 Significance of the Research	6
1.7 Definition of Key Term	6
CHAPTER II.....	8
REVIEW OF RELATED LITERATURES AND THEORETICAL FRAMEWORK	8
2.1 Sociolinguistic	8
2.2 Language Variation	9
2.3 Register.....	9
2.3.1 Type of Register.....	10
2.3.1.1 Frozen	10
2.3.1.2 Formal	10
2.3.1.3 Consultative	10
2.3.1.4 Casual.....	11
2.3.1.5 Intimate	11
2.3.2 Function of Register.....	12
2.3.2.1 The instrumental function.....	12
2.3.2.2 The interaction function.....	12
2.3.2.3 The regulatory function	13
2.3.2.4 The personal function	13

2.3.2.5	The problem solver or heuristic function.....	13
2.3.2.6	The imagination function.....	13
2.3.2.7	The information function	14
2.4	Previous Research	14
2.5	Theoretical Framework	18
CHAPTER III	19
METHOD OF RESEACRH	19
3.1	Research Design	19
3.2	Object of the Research	20
3.3	Method of Collecting Data	20
3.4	Method of Analyzing Data	21
3.5	Method of Presenting Data.....	21
CHAPTER IV	23
RESEARCH ANALYSIS AND FINDING	23
4.1	Research analysis	23
4.1.1	Type of register found in mobile legend.....	23
4.1.2	Function of register found in mobile legend.....	35
4.2	Finding.....	46
CHAPTER V	48
CONCLUSION AND SUGGESTION	48
5.1	Conclusion.....	48
5.2	Suggestion	49
REFERENCES	50
 APPENDIXES		
Appendix 1 Data source		
Appendix 2 Curriculum Vitae		
Appendix 3 Surat Keterangan Penelitian		

LIST OF FIGURE

Figure 1. 1 First blood	3
Figure 2. 1 Theoretical Framework.....	18

CHAPTER I INTRODUCTION

1.1 Background of the Research

Language in community life has various forms according to the use of language. Language is not only found in conversation but language can be found on social media, such as Facebook, Twitter, What's up and games. In language, there are types and functions in each use, it can be in the form of writing or conversation. Now days the most phenomenal game is mobile legends. Most of the game users comes from children, teenagers and adults, and the use of language that often occurs in game is informal language, sometimes they also use formal language. As researcher know, formal languages are usually used in government agencies, offices, companies and others and the informal language is usually used by a community, or certain community groups. In that community, they create a word or term that the language already exists but they use it with a different meaning. The community uses these words or terms only in the community, this phenomenon is called a register. Register is a variety of language depend on context situation. According to Halliday & Hasan (1989) register is a variety of language use for particular purpose or in a particular context situation. In accordance with Biber (1995) register is used as a cover term for any variety associated with particular situational context and purpose. Based on the statement above the use of language in a particular community, depending on the context of what they do and has a purpose in each use not only that, it also has its own function in its use.

The research about registers have been examined by Nafia & Rustono (2019). Their research was to identify the register forms used among pesantren communities in Semarang. Their research used a qualitative descriptive method. They collect data from words, phrases, and acronyms that are supposed to be listed. The second is Quinto-Pozos & Mehta (2010). Their research is about register in signed languages non-linguistic gesture and language occupy the same visual-gestural channel. They concerned with the use of constructed action across different audiences and settings. The data was collected from body parts (head, torso, arms/hands, and legs/feet) and degree of production (slight, moderate, exaggerated). The difference between their research and this research is the first research is analyzing the form of registers and the second research is analyzing the registers of signed language of register while this research analyzing type and function. The source of this research comes from games, especially in mobile legends.

Research on registers contained in this game is very important because many words or languages are not in accordance with the literal meaning, and that can cause misunderstanding if someone brings the language of the game into everyday life and even more fatal, it can lead someone into a fight. The purpose of this research is to neutralize misunderstandings in the use of language in games and show the types and functions of registers that can be applied in everyday life.

As researcher know, mobile legends are a game that plays a strategy of fighting between heroes who aim to destroy the opponent's base to win the match. This game is played by ten people divided into two teams. As researcher known the

case about this register is related to the game that is currently viral. The terms used in the game are very different from the terms we use as usual, starting with terms that are rarely used by people and in my opinion the terms are very rude and not worth saying. All terms used in the game are very closely related to the register. As researcher known, the register is a variation of language that appears influenced by social factors. As shown below that was taken when the game or match was in progress.



Figure 1. 1First blood

From the picture above the researcher found a register that is “First Blood”. This term is part of the register. the presenter from mobile legend said “First Blood” to tell someone had killed a hero who had not been killed before. From the word “First Blood” it has a different meaning from the literal meaning. Then, from the term “first blood” the researcher found the type of register is casual. As researcher known casual can be used between friends in conversation, recreation, sports, in

group conversations, coworkers and family in mobile legend. The presenter of the mobile legend tried to be as familiar as possible to the players who were participating in the match that there had been a first blood. The function of register is informative function because the presenter informs the players who are participating and involved in the game.

In accordance with the descriptions above, researcher was interested in conducting research on registers in the game on the mobile legend especially in type and function. The game contains terms used by gamers, besides that, the use of game languages on mobile legend can make a difference in understanding for people who don't play games. Therefore, research on registers on mobile legend games is considered important to do so that those who are not game players have no misunderstanding of the use of game languages in social life. So, from the phenomenon above, the researcher wants to conduct a research on register contained in the mobile legend game with the title, An analysis register in mobile legend game.

1.2 Identification of the Problem

Based on the description described above, the problems that can be identified are as follows:

1. The reason used of registers in mobile legend game by “Mobile Legend”.
2. The meaning contained in the term register game on “Mobile Legend” game.
3. The function of language contained in the use of language in the “Mobile Legend” game.

4. The type of language contained in the use of language in the “Mobile Legend” game.
5. The factors that influence the use of registers in “Mobile Legend” game.

1.3 Limitation of the Problem

Based on the identification of the problems described above, the limitation of the problem to be examined is as follows:

1. The type of register on “Mobile Legend” game.
2. The function of register on “Mobile Legend” game.

1.4 Formulation of the Problem

Based on the limitations of the problems above, then can formulate the problem as follows:

1. What is the type of register found in “Mobile Legend”?
2. What is the function of register found in “Mobile Legend”?

1.5 Objective of the Research

Based on the focus of the problems described above, there are some purposes of this research:

1. To find out the type of register found on “Mobile Legend”.
2. To describe the function of register found on “Mobile Legend”.

1.6 Significance of the Research

1. Theoretical Significance

This research is expected to increase the wealth of information about registers and also research is expected to increase knowledge about specific sociolinguistics especially registers in the field of gaming. not only that, this research is also expected to be a reference for further research on registers, especially in the field of games.

2. Practical Significance

For readers, this research is expected to be useful for further research and this research is also expected to provide assistance for researchers to describe the phenomena in particular register in the game. not only that, this research is expected to be able to provide knowledge about the meaning of registers in games in mobile legends, not only in games but in society.

1.7 Definition of Key Term

- | | |
|------------------|---|
| Sociolinguistics | : The study that is concerned with investigating the relationship between language and society with the goal of a better understanding of the structure of language and of how languages function in communication. (Wardhaugh, 2006) |
| Register | : A variety of language use for particular purpose or in a particular context situation. (Halliday & Hasan, 1989) |

Mobile legend : A game that plays a strategy of fighting between heroes who aims to destroy the opponent's base to win the match. (Montoon, 2016)

CHAPTER II

REVIEW OF RELATED LITERATURES AND THEORETICAL FRAMEWORK

2.1 Sociolinguistic

Sociolinguistic studies are related to language in social contexts in the language community. Sociolinguistics can also be used to describe many ways to learn a language. Sociolinguistics emphasizes the variety of languages inherent in the language of speakers. Another branch of linguistics also emphasizes the role of speakers in concentrating on grammar, phonetics or meaning. Sociolinguistics also has a different language background not only for information but for creating individual and group identities.

According to Wardhaugh (2006) sociolinguistics is concerned with investigating the relationship between language and society with the goal being a better understanding of the structure of language and of how languages function in communication. In Hudson (1996) sociolinguistics is the study of language in relation to society whereas the sociology of language is ‘the study of society in relation to language. The statement was clarified by Lillis (as cited in Ambalegin, 2019) sociolinguistic is concerned with identifying the social functions of language and the ways it is used to convey social meaning.

From the studies above, researchers can conclude that sociolinguistics is the study of the use of language in society, the language used between who and who, and

in what situations. how to implement language in society, where and when the language is used and what its purpose is used.

2.2 Language Variation

Language variation is a special form of language or group of languages. This includes register languages, styles, or other language forms. The use of the word variation refers to different forms avoiding the use of language terms that many people associate only with standard languages. Variations at the level of lexicons, such as slang and argot, are often considered in relation to certain styles or levels of formality can be called registers, but such use is sometimes discussed as a variety too. According to Halliday & Hasan (1989) defines as a “variety of language according to the user”.

Based on the state above we can conclude that the use of language comes from the community itself and the kinds of languages that are rarely heard or spoken also arise from the community itself.

2.3 Register

A register is a variety of language used for a particular purpose or in a particular context situation. Halliday & Hasan (1989) interpret register as "the linguistic features which are typically associated with a configuration of situational features with particular values of the field, mode and tenor. The register is the set of meanings, the configuration of semantic patterns, that are typically drawn upon under the specified conditions, along with the words and structures that are used in the realization of these meanings.

From the statement above, the researcher can say that used language in register depend on situation and condition depending on what they do it can be in society, community even in social media.

2.3.1 Type of Register

The type of register according to Martin Joos (as cited in Nababan, 1993) divided into fifth parts that is frozen or static, formal or regulated, consultative or professional, casual or group and intimate or personal.

2.3.1.1 Frozen

The most official variety of languages used in solemn situations and official ceremonies. This form is sometimes called a static register, in the written form of this frozen variety contained in historic documents such as the constitution and other important documents. For example, the lord prayer and the preamble of constitution.

2.3.1.2 Formal

Formal registers are used in professional, academic, or legal settings where communication is expected to be respectful, uninterrupted, and controlled. Slang is never used. For example, official speeches, official meetings, or official meetings of the leaders of the agency meetings.

2.3.1.3 Consultative

Languages suitable for ordinary conversations in schools, companies and business meetings that are results-oriented or in other words, this variety

corresponds to the most operational level. People often use this register in conversation when they talk to someone who has special knowledge or who offers advice. His tone is often respectful but may be more relaxed if the relationship is long or friendly. Slang is sometimes used. For example, doctor and client, teacher and student and counsellor and client.

2.3.1.4 Casual

This is a register that people used between friends in conversation, recreation, sports, in group conversations, co-workers and family. Perhaps, that is what must be considered when considering how to talk with others. The use of slang, contraction, and general grammar are common, and people can also use harsh or colorless words in a number of settings. For example, chat and emails, blogs and letter to friends.

2.3.1.5 Intimate

Language between members related to family or friends that do not need to be complete with articulation that is complete, but enough with short sayings, this is because of mutual understanding and knowledge of each other. Intimate language is usually used by only two people and often in private. Intimate language might be something as simple as a joke between two college friends or a word whispered in the ear of a lover. For example, husband and wife, boyfriend and girlfriend and siblings.

2.3.2 Function of Register

The function of register according to Halliday (2006) divided into seven parts that's is the instrumental, interaction, regulatory, personal, problem solver or heuristic, imagination and information.

2.3.2.1 The instrumental function

The instrumental function is a language that is oriented towards the listener or the opposite of speech. The language used to regulate the behavior of listeners so that opponents say they want to obey or follow what is expected of speakers or writers. Instrumental functions are included in language, including in baby language, to ask for things like food, goods and so on. This can be done by speakers or writers by using expressions that express demand, appeal, or seduction for example in adult language “give it to me, ask me for coffee”.

2.3.2.2 The interaction function

Interaction is the function of language oriented to contacts between parties who are communicating. The register in this case serves to establish and maintain relationships and show feelings of friendship or social solidarity. The expressions used are usually fixed patterns, such as when meeting, getting acquainted, asking about the situation, greeting, saying goodbye and so on, example in adult language “how are you, thank you, greetings from the mamang, see you later”.

2.3.2.3 The regulatory function

The function regulatory is language as controlling the behavior of others and the utterance to get someone else to do something, for example “do it, please put this on the table, let’s play this game, let’s sing a song and so on.

2.3.2.4 The personal function

Personal is a language function that is oriented towards speakers. The language used to unite things that are personal in matters relating to him, for example in adult language” I am happy with this game, it tastes good, this is exciting, I'm already sleepy, good night”.

2.3.2.5 The problem solver or heuristic function

The function of problem solvers or heuristics is the function of the use of language contained in expressions that request, obey, or express an answer to a problem or problem. Language used is usually a tool to learn everything, investigate reality, look for facts, and explain. The expressions used in this function are questions that demand explanation, examples “try to explain how it works, because that incident was...”.

2.3.2.6 The imagination function

The function of imagination is the function of the use of language that is oriented to the mandate or purpose to be conveyed. Language in this function is used to express and convey the thoughts or ideas and feelings of speakers or writers. Many forms of literature use this linguistic function, for example novels, science fiction and so on.

2.3.2.7 The information function

The function of information is the use of language that functions as a tool to give news or information so that others can be known, for example “I have something to tell”.

2.4 Previous Research

There are several previous studies with register as the topic of the research. The research takes seven of them as reference in conducting this research. First, Inderasari & Oktavia (2019). They research about register language bus crew inter provincial (AKAP) at terminal Tirtonadi Surakarta. The researcher used qualitative method by doing observation directly and palace is not bound. The data was collected from bus crew inter provincial (AKAP) at terminal Tirtonadi Surakarta. The result of the research show that 50 words register findings that were classified according to the register form, the bus crew language register pattern, the creations of new word with different meanings and special words in the community between bus crew.

Second, Kartikasari, Sumani, & Ambarwati (2019). They research about register persaudaraan setia hati. The researcher uses socio-cultural theory which appear register forms. The researcher uses qualitative method. The data was collected from screenshot of the original conversation each member which is taken from Facebook group persaudaraan setia hati. The result of this research show that some register words found in the data that categories the context as follows, the participants are about the relationship between each member, the setting describes

from the place where the conversation happened, the topic are about daily life experiences.

Third, Nurani, Widya, & Harared (2018). They research about register used in the commerce colloquial conversations among sellers and buyers. The researcher used qualitative descriptive method with face to face recorded among seller and buyer. The data was collected from interaction among sellers who are native speakers of Minang engaging in the conversations. The result of this research show that the use of register in the commerce field is excessively applied to give an ease between buyers and sellers.

Fourth, Hadi (2017). This research about register used in fruit seller as a group work in Padang city. The researcher used distributional method by determining the language object to research and to analyze descriptively to portrait the occurring situation. The data was collected using recording and interviewing techniques from group of work fruit seller in Padang city. The result of this research show that the fruit sellers used certain types and functions of registers based on the kind of fruit they sold.

Fifth, Lee & Chan (2015). They research about the register-style errors of learners of Cantonese as a second language. The researcher used analyzed recorded oral materials for the research. The data was collected from spontaneous speeches delivered and storytelling by 44 Cantonese L2 learners during different learning stages. The result of this research show that cantonese learner corpus, it is discovered that prosody, lexicon, as well as syntactic structures can affect the level of formality of utterances in Cantonese.

Sixth, Hidayah (2016). This research is about the register found in spoken and written communication. The research used qualitative method. The technique of analyzing the data using descriptive method. The data was collected from a book entitled communicating theory and practice and internet. The data can be in the forms of word, phrases and abbreviation. The result of this research show that the types of register in this term will be separated into formal and informal register, and identify the meaning of register.

The last, Kaneyasu (2019). This research is about a comparative study of the Japanese (pseudo-)cleft no-wa construction, schematized as (clause) no-wa (NP/AdvP/clause) (da), in four spoken or written registers, informal conversations, academic presentations, news reports, and newspaper editorials. The research used descriptive qualitative with interview method. The data was collected from informal conversations, academic presentations, news reports, and newspaper editorials. The result for this research show that among the four registers examined, all but News represent non-objective discourse, in Editorials, the complexity comes simply from the complexity of information, in conversations, the complexity arises from the temporal constraints and the need to engage the co- participant, in presentations, it derives from both the complexity of information and temporal constraints.

From the previous research above, the first researcher used the qualitative method by doing observation and the data collecting from the inter-provincial bus crew (AKAP) at Tirtonadi terminal in Surakarta. Second, the researchers used qualitative methods and the data was collected from screenshots of the original conversations of each member which is taken from the facebook group of

persuadaraan setia hati. Third, the researchers used a qualitative descriptive method with face to face recorded among sellers and buyers and the data was collected from interactions among sellers who are native speakers of Minang engaging in the conversations. Fourth, the researchers used the distributional method used by determining the language object to study and to analyze descriptively to portrait the occurring situation and the data was collected using recording and interviewing techniques from the fruit seller's group of work fruit sellers in Padang City. Fifth, the researcher used technique recorded and the data was collected from spontaneous speeches delivered and storytelling by 44 Cantonese L2 learners during different learning stages. Sixth, the researcher used technique of analyzing the data using descriptive method and the data was collected from a book entitled communicating theory and practice and internet. The data can be in the forms of word, phrases and abbreviation. And the last, the researcher used descriptive qualitative with interview method. The data was collected from informal conversations, academic presentations, news reports, and newspaper editorials. Difference from the previous researchers and this research that is, this research examines the types and functions whereas of all previous studies only two or three have examined using types and functions. Then from the source of previous research and this research is different. The source of this research is the game.

2.5 Theoretical Framework

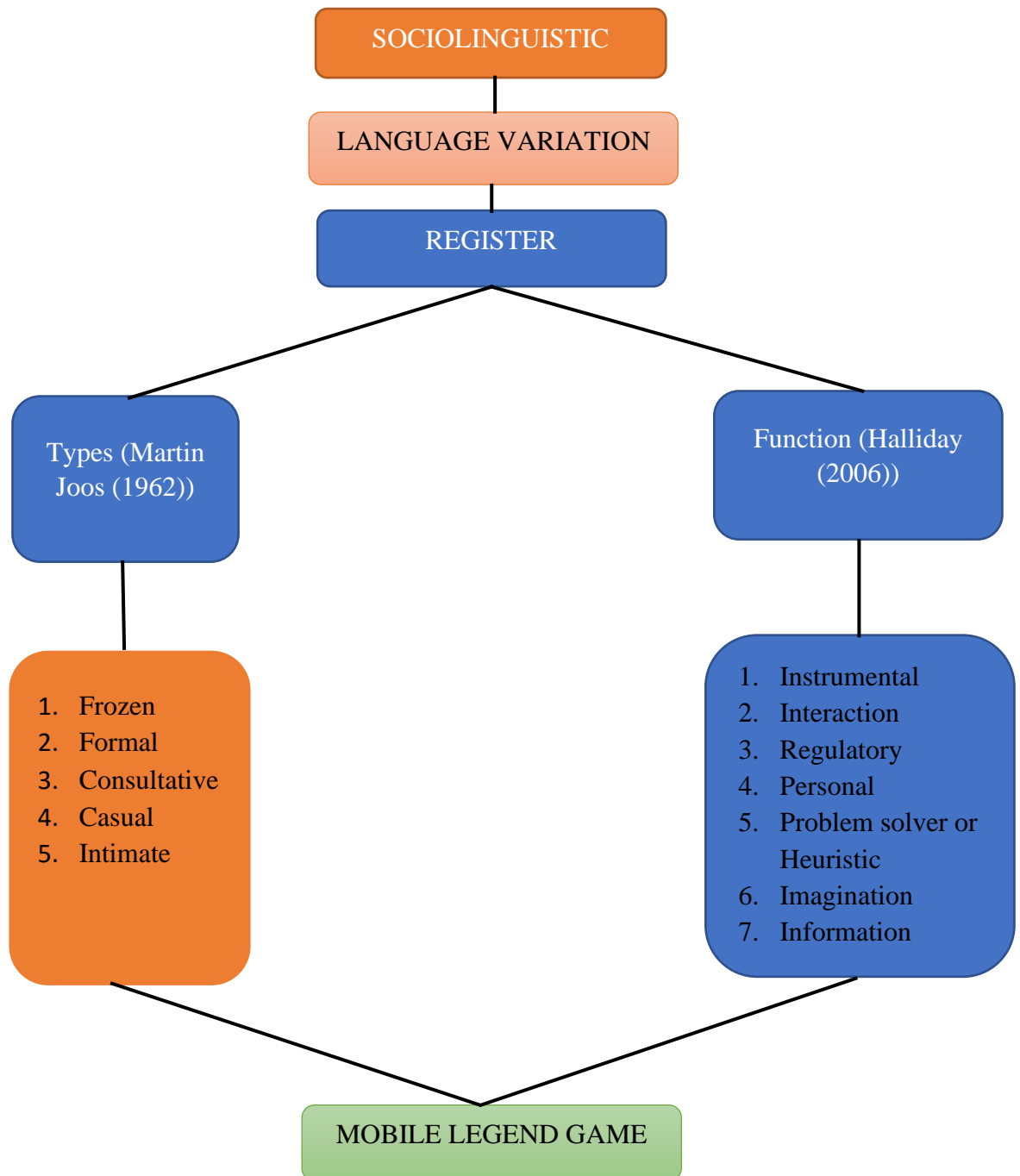


Figure 2. 1Theoretical Framework

CHAPTER III METHOD OF RESEACRH

Research methods are procedures and schemes to make it easy understanding and it used in this research. This chapter consist of research design, the object of the research, the method of collecting data, the method of analyzing data and method of presenting data. Research methods help researchers gather the data and find out the solutions and problems.

3.1 Research Design

The design of this research comes from the phenomenon of terms used by gamers in mobile legend games. This phenomenon to investigated the terms was made by gamers. The source of the problem is formulated that is what the type of register used and what the using function in mobile legend by gamers. This research has a theoretical concept that used a sociolinguistic approach that addresses the types which have several parts that is frozen, formal, consultative, casual and intimate. The function for this research that is instrumental, interaction, personal, problem solver, imagination and information.

In addition, this research method is a qualitative method, method of collecting data uses the observation method. Qualitative research methods are often called naturalistic research methods because their research is conducted in natural conditions. According to Sugiyono (2010) qualitative method are research method based on

philosophy of post positivism, used to examine natural conditions of objects, (as the subject is experimentation) where researchers are key instruments and qualitative research results emphasize more on meaning and generalization. Based on Sugiyono's opinion, the researcher concludes that qualitative research refers to the context or words analyzed and the results of qualitative research are determined by the researcher.

3.2 Object of the Research

The object of research for this research is very important, because without object, this research it cannot be continued. This research is an analysis register found in mobile legend. Furthermore, the data in this research are all term found in the mobile legend related to register. The researcher analyzes the term of the mobile legend to show the type and function of the register.

3.3 Method of Collecting Data

Data as the main source for researchers to conducting the research. This research uses the observation method and non-participatory technique. According to Sudaryanto (2015) the observation method is the method used in language research by observing the use of language on the object to be research. In this research, researcher used note techniques for collected the data in this research, because researchers observed terms in the mobile legend game. Data is collected by following these steps: in this case, researchers already have a mobile legend account so that researcher can retrieve data. First, researcher searching for terms in mobile legend. Second, researcher read terms in the mobile legend. Third,

researcher classify terms related to register in mobile legend. Fourth, researcher capture terms related to register in mobile legend.

3.4 Method of Analyzing Data

After collecting data, the next step is data analysis. In analyzing data, researcher apply the pragmatic identity method (Sudaryanto, 2015). Pragmatic identity method is a method based on the use of language that depends on context of the situation. This method is used to analyze the use of register languages found in mobile legend games. By the using this method, the researcher wants to analyze the types by Martin Joss (1962) and functions by Halliday (2006) in the mobile legend game.

There are several procedures performed by researchers in analyzing data. First, researchers categorize the types of registers which are frozen, formal, consultative, casual and intimate. Second, the researcher determines the functions of the register which are instrumental, interaction, personal, problem solver, imagination and information. Finally, the researcher identifies conclusions based on the analyzed data.

3.5 Method of Presenting Data

After analyzing the data, the next step is to presenting the results of the research. In presenting data, there are two kinds, the first is the formal method and the second is informal method. In presenting the results of this research, researchers used informal methods (Sudaryanto, 2015). This method is used because all data is

presented in descriptive form using words and sentences without involving charts, graphs or diagrams so that it is easy to understand.