

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

THESIS



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**ENGLISH DEPARTMENT
FACULTY OF SOCIAL SCIENCES AND HUMANITIES
PUTERA BATAM UNIVERSITY
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**Submitted in Partial Fulfillment of the Requirements for the Degree of
Sarjana Sastra**



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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.

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