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. 1 First 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)