

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.