CHAPTER I

INTRODUCTION

The research background, research problem, research objectives, scope and limitations, research significance, and key terms are all covered in this chapter.

1.1 Research Background

Nowadays, learning English can be done anywhere, primarily through games. According to Shabaneh et al. (2019), games can help students to gain new or unfamiliar vocabulary. Games can be an option to gain new information and enhance the student's knowledge. The recent problem in online games, such as Valorant, is profanity words toward another player, which can be in comments, harassment, and aggressive behaviour. During gameplay, players often encounter profanity in various contexts, from voice conversations to text chat messages. Valorant is an online game with the FPS or first-person genre shooter played by 10 people in one match. The player is divided into 2 teams consisting of 5 players in the attacking team and the defending team. Based on newzoo.com (2024), in April 2024, Valorant became the #13 most-played game based on the monthly active players. Valorant was ranked #3 in May 2024 on Twitch's popular streaming platform, based on 80.0M hours watched. However, we found out that profanity is a common word in Valorant. It can be things like calling names or being rude. When players hear these things, it may make them feel bad. Some players get angry or sad, and it can ruin their fun playing the game. Based on Santoso et al. (2022), toxic actions were carried out due to the ability of the players and the mistakes of the players in Valorant.
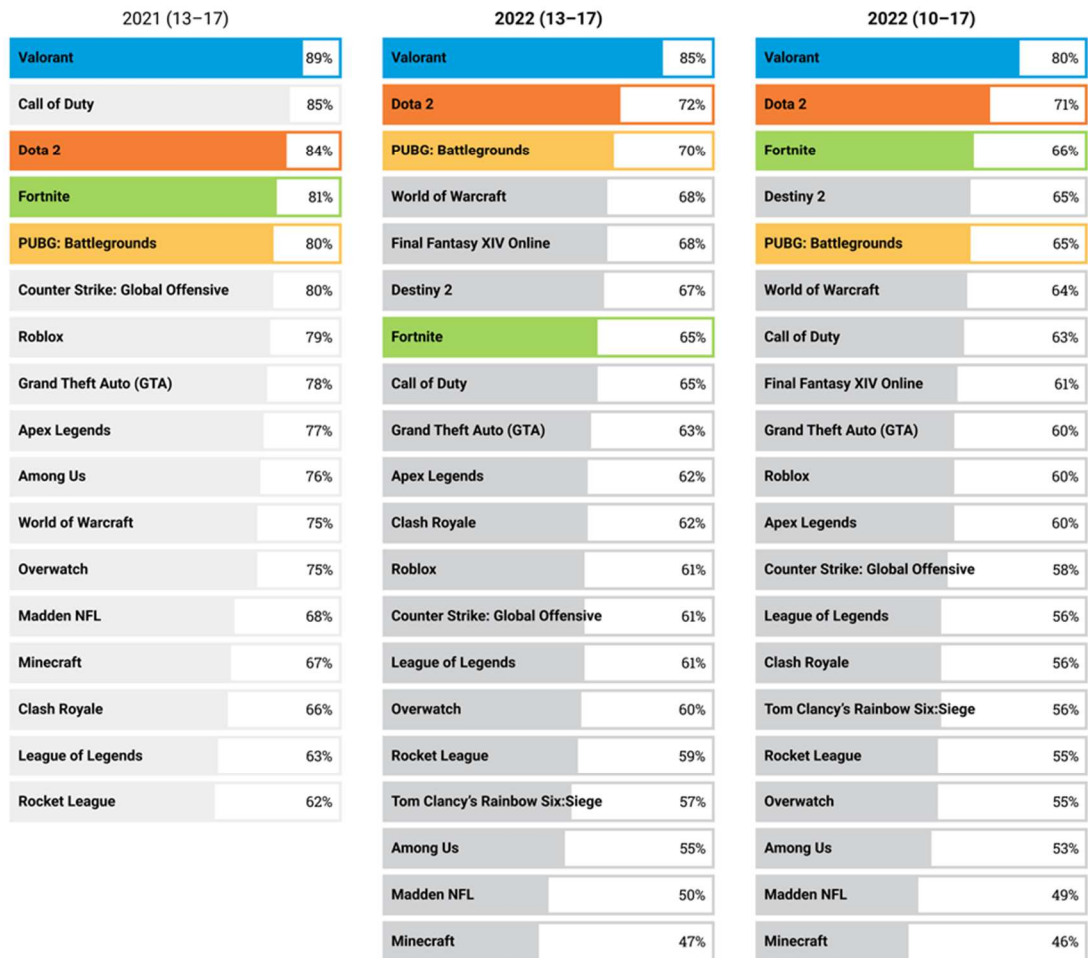
One of the features that Valorant has to support team games is voice chat and text chat, which players can use to communicate so that they can share information and devise a strategy to win each round. Feature the communications that players can use that should be

appropriate to the rules established by the Valorant game developer. According to Santoso et al. (2022), communication between players in a game does not always follow the rules of the Valorant game. Frequent players use text chat or voice chat to attack other players with toxic behaviour. The socialization process in online games influences the player's normalization of toxic behaviour, where the more time players spend in online games, the more socializing the players with trash talk and game culture toxicity. Based on Souza et al. (2021), harassment, insults, and negative remarks are common in gaming environments that people experience. ADL created a survey of young game player respondents related to experiences of harassment when playing online games in 2022. Found that the Valorant game is a no.1 with a high-ranking online game level of harassment. The results are in the form of a bar chart ADL survey of gamers' experiences of harassment of young people can be seen in picture 1.

Harassment of Young People, by Game

Share of young people who reported experiencing harassment, by game, year, and age group

2021 (13–17)	
Valorant	89%
Call of Duty	85%
Dota 2	84%
Fortnite	81%
PUBG: Battlegrounds	80%
Counter Strike: Global Offensive	80%
Roblox	79%
Grand Theft Auto (GTA)	78%
Apex Legends	77%
Among Us	76%
World of Warcraft	75%
Overwatch	75%
Madden NFL	68%
Minecraft	67%
Clash Royale	66%
League of Legends	63%
Rocket League	62%

2022 (13–17)	
Valorant	85%
Dota 2	72%
PUBG: Battlegrounds	70%
World of Warcraft	68%
Final Fantasy XIV Online	68%
Destiny 2	67%
Fortnite	65%
Call of Duty	65%
Grand Theft Auto (GTA)	63%
Apex Legends	62%
Clash Royale	62%
Roblox	61%
Counter Strike: Global Offensive	61%
League of Legends	61%
Overwatch	60%
Rocket League	59%
Tom Clancy's Rainbow Six:Siege	57%
Among Us	55%
Madden NFL	50%
Minecraft	47%

2022 (10–17)	
Valorant	80%
Dota 2	71%
Fortnite	66%
Destiny 2	65%
PUBG: Battlegrounds	65%
World of Warcraft	64%
Call of Duty	63%
Final Fantasy XIV Online	61%
Grand Theft Auto (GTA)	60%
Roblox	60%
Apex Legends	60%
Counter Strike: Global Offensive	58%
League of Legends	56%
Clash Royale	56%
Tom Clancy's Rainbow Six:Siege	56%
Rocket League	55%
Overwatch	55%
Among Us	53%
Madden NFL	49%
Minecraft	46%

ADL.
FIGHTING HATE FOR GOOD

Picture 1. Bar Chart of Experiences of Harassment in Online Games

(Source: ADL 2022)

The research "ELED Gaming Community's Perception About The Usage of Profanity Words in Valorant" is unique because there's a lack of in-depth studies focused specifically on this topic within the game. There's a noticeable absence of research dedicated to online games, especially Valorant and profanity words. This gap is

characterized by several key points: existing studies often overlook Valorant. There is a previous study about Valorant and toxicity by Santoso et al. (2022) the study is about the toxicity problem of Valorant player's communication ethics using mixed methods, and Maharani et al. (2024) studied communication-based behaviours towards Female Players in Valorant, the study using qualitative methods but only focused on the female community in Valorant. There's a lack of qualitative exploration into player's perceptions and responses to profanity words in the game, especially student's perceptions. Little is known about how profanity words affect player's behaviour and experience; the effectiveness of in-game reporting and moderation systems hasn't been thoroughly examined in the context of Valorant. Bridging these gaps is crucial for gaining a deeper understanding of profanity used in Valorant and understanding player's perceptions. Research that focused on Valorant mainly focused on toxicity problems, toxic behavior, and non-profanity research. Valorant is a first-person shooter online game that has a communication feature, but sometimes the feature is used to say profanity words. According to Ivory (2010), a player's aggressive behavior is strongly impacted by profanity, or it can be called that profanity also influences their behavior. This research aims to understand player's perceptions of profanity words and the most used type of profanity found in Valorant.

1.2 Research Question

The researcher investigates player's perceptions and make specific questions:

1. What type of profanity is commonly used by Valorant players?

2. What are ELED Valorant player's perceptions about the use of profanity words?

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1.3 Research Objective

The following are the objectives of this research:

1. To find a type of profanity words that Valorant players commonly used.

2. The ELED Valorant player's perceptions of the profanity words.

1.4 Scope & Limitation

The research scope's central attention is on player's perceptions of the profanity word context of Valorant and explores player's opinions regarding the use of profanity language. Limitations of this research focus on ELED UMM students who play Valorant, which may limit the generalizability of findings to other games or online platforms. The limitation of this research is that it is based on real gameplay and random encounters with random players of every background, age, rank, etc. The researcher used his personal Valorant account, which ranked Bronze, and conducted 10 gameplays in 1 day to find profanity word cases.

1.5 Research Significance

Studying player perceptions of profanity words in Valorant carries significant implications for both readers and future researchers in the field of gaming and online communities. Readers can deepen their understanding of the role and the effects of profanity in gaming communities like Valorant. Profanity is not always for expressing negativity; it can also be used for entertainment, humour, stress relief, or team building. All players have different perceptions or opinions of profanity words. Readers should consider the various cultural and contextual elements that affect how players view and utilize profanity. Thinking back on these observations could promote a more sympathetic

perspective on how players behave in competitive settings and candid conversations about promoting constructive dialogue in gaming communities.

For future researchers,It is suggested that future academics improve on the findings by looking into wider gaming communities or examining long-term shifts in the perception and use of profanity. A deeper understanding of how game design affects player communication may be possible by comparing games with various player populations, genres, or even genders. Future research can address profanity-word issues in online games and help create inclusive and positive gaming cultures by looking at these factors.

1.6 Key terms

Player's perception:

According to Vorderer et al. (2017), a person's mental and emotional reactions can be named as player's perception. All players had their own perceptions based on their experiences.

Valorant:

Valorant, developed by Riot Games, is a popular tactical shooter game known for its competitive gameplay and team-based communication mechanics.

Profanity words:

Based on Britannica, Profanity is considered socially offensive due to being vulgar, obscene, or irreverent, and based on the Cambridge Dictionary, Profanity is an offensive or obscene word or phrase, and based on the Collins Dictionary, Profanities are swear words. Profanity words are emotions or expressions by someone that are considered rude to the listener or the target.