

**MOBILE LEGEND PLAYERS' UNDERSTANDING OF REGISTER
VOCABULARY IN MOBILE LEGENDS GAME AND STRATEGY**

THESIS



By:

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**ENGLISH LANGUAGE EDUCATION DEPARTMENT FACULTY OF
TEACHER TRAINING AND EDUCATION UNIVERSITY OF
MUHAMMADIYAH MALANG**

2023

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THESIS

This thesis is submitted to meet one of the requirements to achieve

Sarjana Degree in English Language Education



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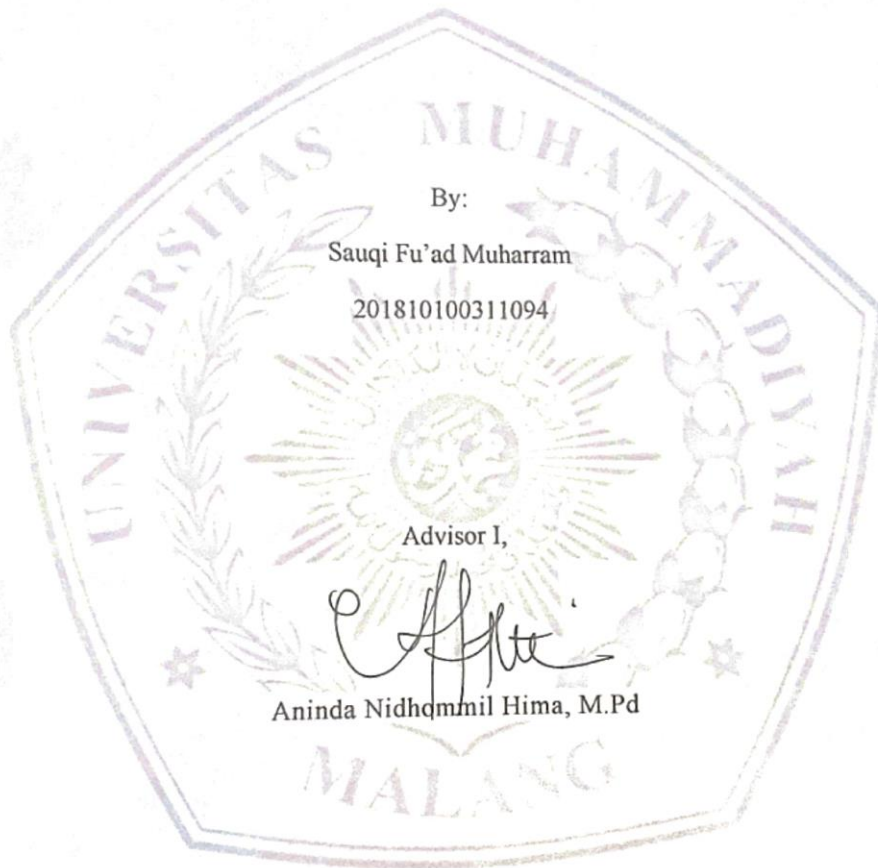
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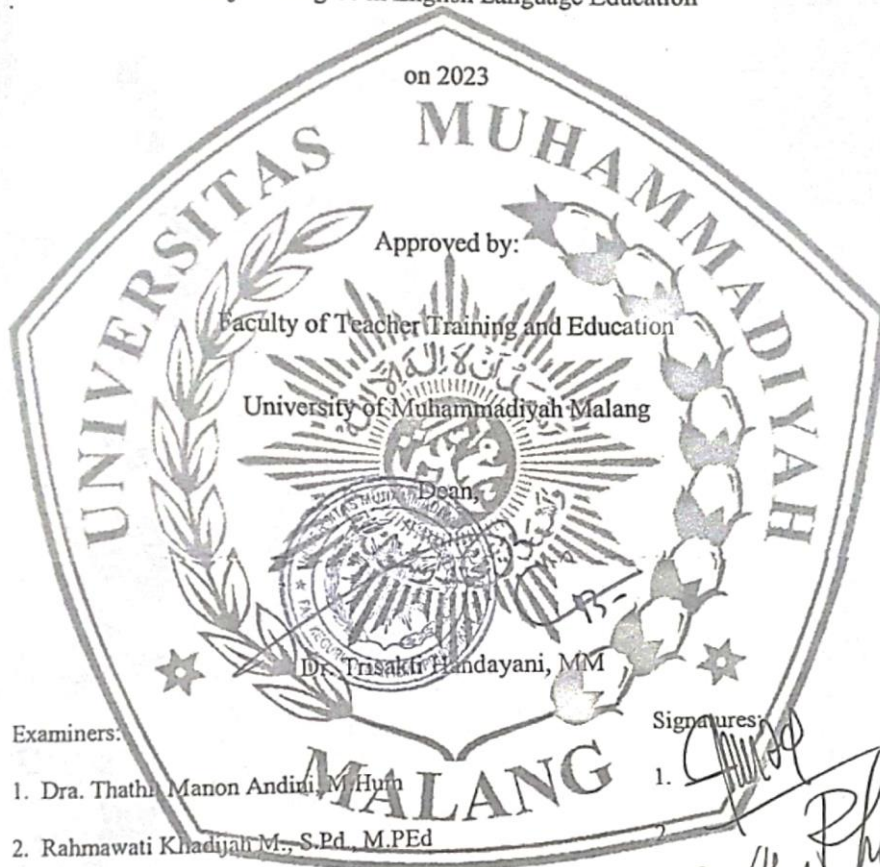
This thesis was defended in front of the examiners of the Faculty of Teacher

Training and Education of University of Muhammadiyah Malang

and accepted as one of the requirements to achieve

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on 2023



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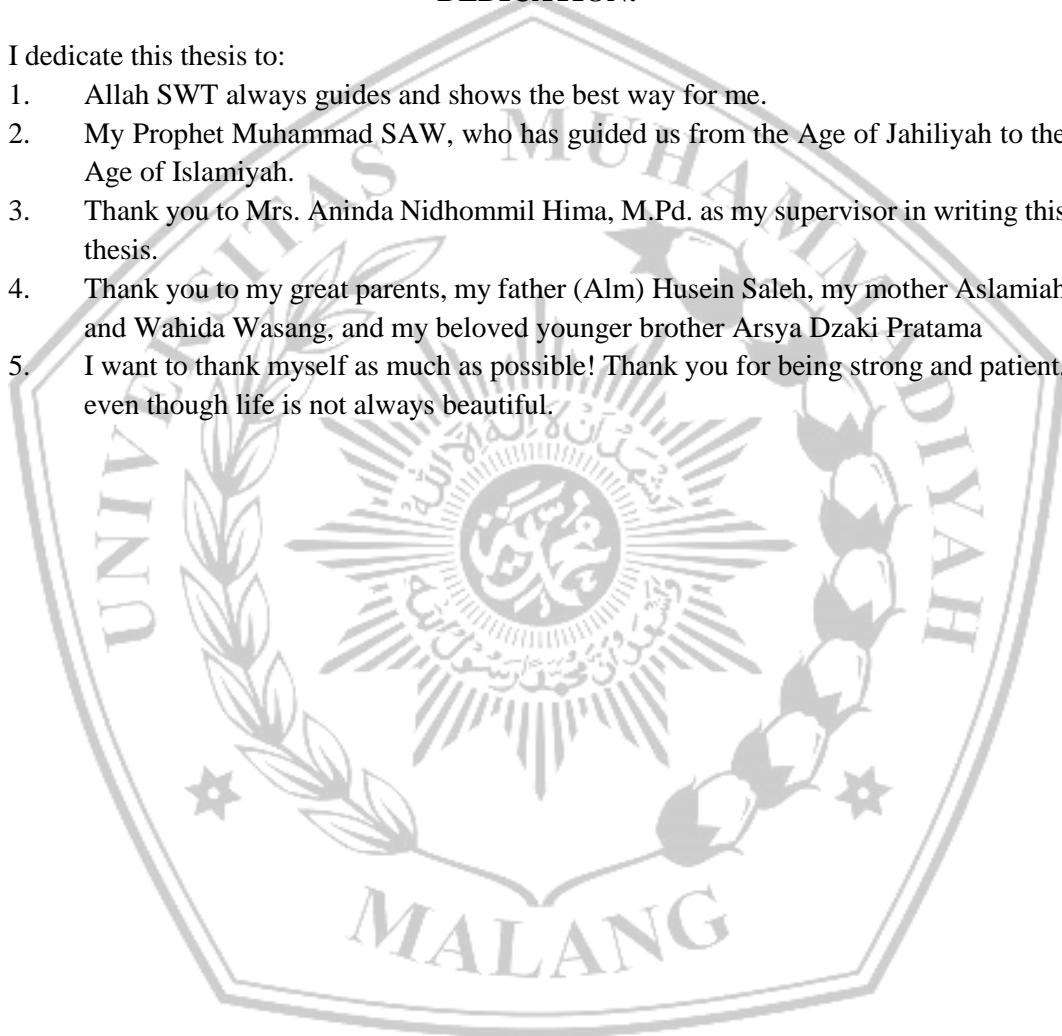
MOTTOS AND DEDICATION

"With education you can change the world."

DEDICATION:

I dedicate this thesis to:

1. Allah SWT always guides and shows the best way for me.
2. My Prophet Muhammad SAW, who has guided us from the Age of Jahiliyah to the Age of Islamiyah.
3. Thank you to Mrs. Aninda Nidhommil Hima, M.Pd. as my supervisor in writing this thesis.
4. Thank you to my great parents, my father (Alm) Husein Saleh, my mother Aslamiah and Wahida Wasang, and my beloved younger brother Arsyah Dzaki Pratama
5. I want to thank myself as much as possible! Thank you for being strong and patient, even though life is not always beautiful.

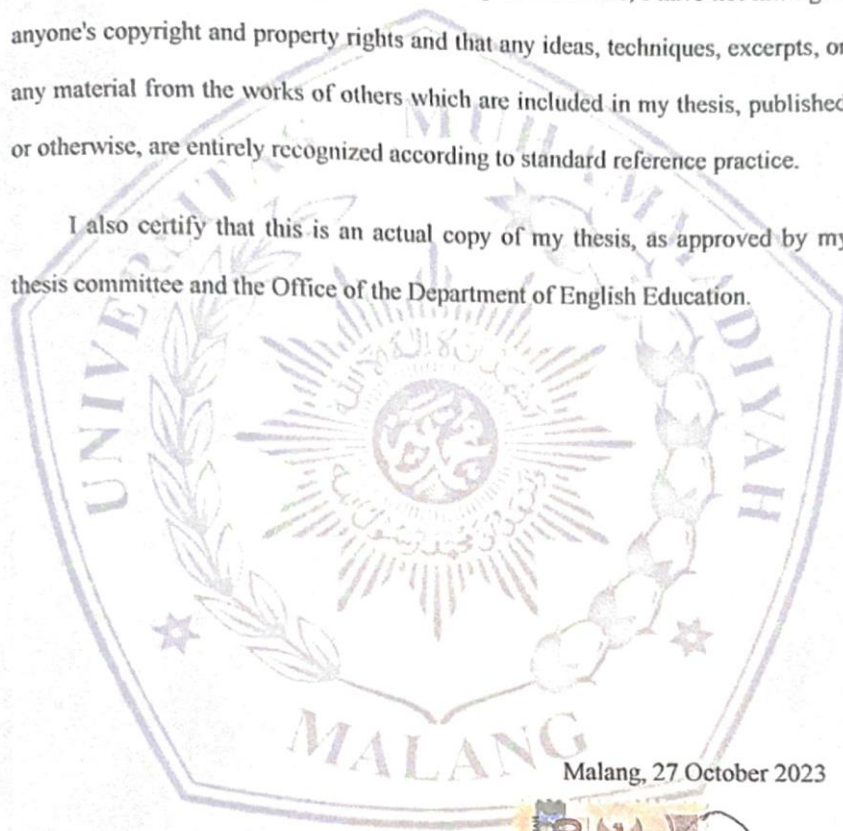


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ABSTRACT

Online games manifest the development of modern technology in this world. One such MOBA game is Mobile Legends Bang Bang. This game is played by controlling one of the so-called characters' heroes from the list of heroes they already have. Teamwork is a key in this game. Every hero has different skills from each other. In this study, the researcher tends to investigate different findings. One thing distinguishing this study from previous research is the different scope in the games analyzed. In this study, the researcher focused on the perceptions of online gamers in understanding registers in mobile legends games. The purpose of this study was to find out how far do mobile legends players understand the register and the strategies for understanding the register in the mobile legend game. In addition, Preliminary data evidence this problem, showing that only about 10% of mobile legends players understand what register means and what it means, and how to use it. Meanwhile, nine other people (90%) did not know this. Besides, they have never studied the meaning behind the word register in the mobile legend. Most try to imitate but do not know the meaning and use the registered word in the conversation. In this study, the researcher conducted qualitative method. In this qualitative method, researchers employ questionnaire and interview techniques. The result of questioner, the researcher found that out of 100 respondents, 44.95% answered Yes (knows), and 55.05% answered No (do not know). The results of interviews, the researcher also succeeded in finding solutions and strategies used by the respondents in understanding the register vocabulary in the Mobile Legends game. The first solutions and strategies are they try to find the meaning and correct spelling of the sentence on Google translates. Second, they usually ask other players when there is registered vocabulary they do not know. Third, they also sometimes watch pro player videos on YouTube.

Keyword: *Mobile Legend, Register, English Language*

Advisor,

Research



Aninda Nidhommil Hima, M.Pd



Sauqi Fu'ad Muharram


ACKNOWLEDGEMENTS

Alhamdulillah, in the name of Allah, is the most gracious and merciful. On this occasion, the researcher would like to express his deepest gratitude to:

1. I would like to express my deepest gratitude to my supervisor, Mrs. Aninda Nidhommil Hima, M.Pd, for her guidance, support, supervision, and patience, which helped me complete my thesis.
2. I would like to express my deepest gratitude to my family, especially my parents, who always support and love me in everything I do.

Finally, the researcher hopes this thesis can be helpful for readers, especially in the world of education.

Malang, 27 October 2023



Sauqi Fu'ad Muharram

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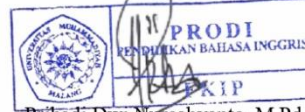
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