CHAPTER II
REVIEW RELATED LITERATURE

This chapter exhibits some related literature connect to the research including mobile legend, language variation, register.

2.1 Mobile Legend

Mobile Legends Game is made by China Bamboo Curtain aka China or China. Mobile Legends game created by Chinese developer Moonton or Shanghai Moonton Technology Co., Ltd. Moonton is headquartered in Shanghai, China. (Moonton, Mobile Legend, 2016). Mobile Legend one type of MOBA (Massive Online Battle Arena) is a type of online game that combines two types of games namely RTS (Real Time Strategy) and RPG (Role Playing Game) where players run one character from two teams opposite to the goal to destroy the opponent's headquarters. Each character which is played has a role with strength and weakness each other so prosecuted for cooperate with team to win the game (Funk, 2013).

Mobile Legends is very popular in demand among various circles. Starting from adolescence to adulthood, this game is popular especially in Asia. In fact, until June 23, 2017 total 12,675,696 accounts are known to have downloaded this game on the Google Play Store. One of developer online game www.steam.com show the gamers are dominated by teenagers and early adults aged 15-25 years.

Mobile legend very in demand because of how to play very easy and how to play a simple and many tutorials to play it when first opening the game. Starting from shooting and hitting, determining the right direction of movement, using the skill, playing with other players, to how
to buy items, besides mobile legend can also play with friends by connecting with facebook or email ID so players can play together for work together to win the game and feel the excitement in this game together. The game comes with a chat in game feature so we can still communicate with teammates and the opposing team. Here is a feature where we can communicate with each other team or opponent.

**Figure 2.1 Feature of arena mobile legend**

1. Shop Item: on the number 1 is an item shop where the appearance of the amount of money earned in the form of dollars ($). If the press will open the item shop panel.

2. Attack Message Button: the call for an attack. If pressed will display a message to our team to do the attack (attack).

3. Retreat Message Button: call button to inform team members to back off.

4. Gather Message Button: button to call the team members to unite, can also be pressed to request additional personnel in the area of players who press the button.
5. Custom message button: here we can press the type of word that has been provided by the game or can use words that we make yourself. This is a chat feature where players or opponents discuss and convey information.

6. Skill 3 Button or Ultimate: is the ‘ulti’ or skill 3 button from the player where the button is open when the player is at level 4.

7. Skill 2 Button: is the button used to remove his 2 skills. This button can be activated when at level 1.

8. Attack button: is the button to attack the enemy without skill, where if pressed then hero player will attack the enemy by using basic attack.

9. Skill 1 button: the button to release skill 1. This button can be activated when in level 1.

10. Spell Button: The spell button is a button to activate a specific spell depending on what spell is selected by the player. An example is drawn spell inspire.

11. Regen button: the button used to add a little of the blood of the player's hero.

12. Recall button: the button that when pressed, the player can move to home base. Usually used to replenish blood and where players are at home base.

13. Analog Controller button: the button used as a movement controller on the hero player.

14. Map: is a depiction where the position of players, team members, and enemy positions.

15. Mic Button: is buttons that if enabled we can communicate with team members by talking.

16. Speaker Button: a button that when activated we can hear other players (team members) talking if other players (team members) activate their mic button.

17. Setting Button: the button that when pressed will activate the panel settings, which in which the panel we can make the setup in accordance with what we want.

18. Network Status: a view that displays the network conditions of the player itself.
2.2 Language variety

Language varieties are the language usage that varies from group to group, from speaker to speaker, in terms of the pronunciation of language, the choice of words, even the use of syntactic constructions. So, it makes different variation of language that used by us. The variation usually in some factors, such as: social factor (age, sex, educational background, family relationship, profession, socio economic status, etc.) and situational factors (time, place, topic new, etc.). And the sort of the users; language backgrounds influences the ways to use the language itself. This phenomenon because the languages used varied in different situations. Each variation of languages is just understood by their fellow group.

Hudson (wardaugh, 2006) states that variety of language is a set of linguistics item with similar to social distribution.

Language varies according to its uses as well as its users, according to where it is used and to whom, as well as according to who is using it.

There are many varieties of language as follows: Dialect, Style, Colloquial, Jargon, Slang, Register.

a. Dialect

Dialect is variety of language, spoken in one part of a country which is different in some words, grammar, vocabulary from other of the language, as cited in Sri heriyanti 2014 dialect is the varieties which are grammatically (and perhaps lexically) as well as phonologically different from other varieties (Mesthrie, 2009).
Table 2.1 *Example of Dialect Analysis*

<table>
<thead>
<tr>
<th>Javanese</th>
<th>Ambonese</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kerjo</td>
<td>Karja</td>
<td>Work</td>
</tr>
<tr>
<td>Mangan</td>
<td>Makang</td>
<td>Eat</td>
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方言, 民语方言, 等。

b. **Style**

(Wardaugh, 2006) 定义为一种你如何选择编码你想在特定场合说什么的方式。风格是个人在使用语言时所采用的表达方式。选择一个发言者或作家在正式或非正式的情况下根据情况所做出的选择。例如，仪式使用正式语言，学习在课堂上更非正式，与朋友交谈为非正式。

c. **Jargon**

术语表 2.1 例词分析

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For example, doctors would use medical jargon. The word such as *conjunctivitis*, *rhinoplasty*, and *cornea* would be used by a doctor, and usually only a doctor would know what the words mean. Police jargon: *Suspect*—a person whom the police think may have committed a crime. *Code eight*—term that means officer needs help immediately.

d. **Slang**

Slang is the use of informal words or expressions. Slang words are used in social situations for example between friends, between people of the same social group or when chatting online. Sometimes slang can be impolite, so it is important to only use slang in the right situation.

Robberts (in Sabillah, 2001) defines slang as ‘one of those things that everybody can recognize and nobody can define’. Slang is informal and often ephemeral linguistics form.

For example: *going to* (gonna), *thanks* (thx).

e. **Register**

Register is another complicating factor in any study of language varieties. Registers are sets of language items associated with discrete occupational or social groups. Surgeons, airline pilots, bank managers, sales clerks, jazz fans, and pimps employ different registers (Wardaugh, 2006). Same as (Yule, 2010) said A register is a conventional way of using language that is appropriate in a specific context, which may be identified as situational (e.g. in church), occupational (e.g. among lawyers) or topical (e.g. talking about language).

Ferguson (in Waraugh, 2006) says that people who participating in recurrent communication situations tend to develop similar vocabularies, similar features of
intonation, and characteristic bits of syntax and phonology that they use in these situations. By using register, people can express their identity at a specific time or place.

Register are described for their typical lexical and grammatical characteristics: their linguistic features. But registers are also described for their situational contexts, for example whether they are produced in speech or writing. Whether they are interactive, and what their primary communicative purposes are one of the central arguments of the book is that linguistic features are always functional when considered from a register perspective. That is, linguistic features tend to occur in a register because they are particularly well suited to the purposes and situational context of the register. Thus, the third component of any register description is the functional analysis. In this mobile legend player I found several register which have unique way for communication or discussion with others player.