3.1 Research Design

The research design is a plan made by researcher in order to obtain specify data with rational, empirical and systematic manners (Ary, 2010). This research, the researcher plan how to understand particular group or current phenomenon in its own context which is register.

There are various research design stated by (Ary, 2010) which are historical research, experimental research, ex post facto, and descriptive research. First is Historical research this research is to analyze documents and artifacts to get the information in the past. Second is Experimental research. This research consist of how is the systematic manipulation of one variable can impact to other variables.

Third is Ex post facto. This research is similar to experimental experiments but does not manipulate any variable, because it is purely of phenomena and it affects at the time of research.

According to explanation, researcher uses descriptive research because it is concern the phenomena of unique word and determining the current situation at the time of this research is conducted. Nowadays, there are unique words is register which found in game as a subject. Furthermore, (Ary, 2010) explained that this research seek to understand a phenomenon by focusing on the total figure rather than breaking it down over some variables.

Qualitative methods divide into five groups. (Creswell, 2002) stated the design which coming from anthropology and sociology in which the researcher studies to shared patterns of behaviors, language, and actions of cultural group in a natural setting in period of time is
called ethonography. Second is Narrative. (Creswell, 2002) explained narrative construct series of researchers studies in one or more individuals to provide stories about their lives. Third is grounded theory. (Ary, 2010) stated that the design used to develop a theory of social phenomena based on the field data collection in a study is called grounded theory. Fourth is a case study. A case study involves a deep understanding through several types of data sources, especially evaluation in which the researcher can develop analysis of case, program, event, activity, and process (Creswell, 2002). The last is phenomenological. In this phenomenological research, (Creswell, 2002) said the researcher described about the understanding of phenomenon by participants environments.

As explained above, this research phenomenon is obviously the register used by player on mobile legend online. The researcher uses phenomenological in a qualitative research which is aimed to investigate the phenomenon of register found in game mobile legend player.

3.2 Research Object

The object of this research is register found in chat room which mentioned by mobile legend player. The researcher determines to use document and interview for collecting the data. The data are taken from mention of players on 9 April until 30 April 2018 in chat room which produces register.

3.3 Research Instrument

There are two types of research instrument in a qualitative research; primary and secondary instrument (Ary, 2010). Primary instrument is result study from researcher self. (Ary, 2010)
stated that in qualitative research, researcher or human investigator is used to gather and analyzed the data as a primary instrument.

3.3.1 Primary instrument

Primary instrument is a tool for collect data from themselves. According to Hatch (2002), to understand the needs of being studied object, it is necessary to emphasizes human ability. Based on those statements above, the researcher considers herself as the primary instrument in this research because she serves determining focus of the research, selecting information as data source, collecting data, analyzing data, and drawing a conclusion based on data analysis.

In case to make sure and make this research more accurate the researcher needs other instrument called as secondary instrument. Secondary instrument can be collected from document analysis, interview and observation. In this research, researcher chooses document analysis such as, identify register which found in chat mobile legend player and make a list what the meaning and function of register, interview in secondary instrument to collect the data, analyzing and get information from the result of register used by player in game Mobile Legend.

3.3.2 Secondary Instrument

In qualitative research, use written document and spoken document. According to (Ary, 2010) The examples of documents are textbooks, novels, journals, meeting minutes, logs, announcements, policy statements, newspapers, transcript, birth certificates, marriage records, budgets, letters, e-mail messages, photographs, audiotapes, videotapes, computer images, websites, musical performance, televised political speeches, YouTube videos, and virtual world settings.
In this research, the researcher uses document analysis and interview for collecting the data which are print screen from conversation players which produce register. In addition, to more accurate the researcher interview for identify meaning and function of register which found in chat mobile legend player.

3.3.2.1 Document Analysis

The research method applied in the form of both written or visual materials aims to indentify specified characteristics of the material is called document analysis (Ary, 2010). Document analysis focuses on the registers used by Mobile Legend game players. To get the validity of the data, the data were taken by using screen capture on chat of Mobile legend players.

3.3.2.2 Interview

According to (Ary, 2010) interview is one of the most often used and basically methods for obtains the qualitative data and used to gather the data about opinion, beliefs, and feelings about situation in their word. (Ary, 2010) divided interview into 3; semi or partially structured interview, unstructured interview, and structured interview.

Interview in which the areas of interest are selected and questions are formulated but the interviewer may modify the question format during the interview process is called semi structured interview. While the unstructured interview questions is interview that occurred from the situation. Structured interviews are more schedules in specific goals to get certain data from the subject. The researcher employs a semi structured interview because she has been listed the question that are related with register on Mobile legend players. The researcher conducted the interview by chat to make easier in collecting the data.
3.4 Data Collection

The researcher collects data using documentation method from chat room especially on Mobile Legend Game. The researcher just focuses on the swear words which is used by the player. Here the researcher conducts the data by several following steps as follows:

1. Collecting chat on Mobile Legend game.
2. Choosing chat update on the game.
3. Screenshooting the selected chats.

3.5 Data Analysis

(Ary, 2010) reveal data analysis is the process from which the data are searched for and arranged out in order to establish the comprehension about what we have been investigated. The researcher used some procedures to analysis this data.

1. Identifying the register used by player
2. Listing of data which is finding the meaning.
3. Validating the result of data analysis by using interview to player of Mobile Legend game, also explain of the register.
4. Drawing out the conclusion based on the results of data analysis. In this section, the researcher analyses the findings based on the table and each table represents the findings.
5. Analyzing the phenomena in using register on chat of mobile legend player to draw a conclusion.
6. Validating the result to expert. The expert is person who mobile legend player from 7th season, he have played for 8 hours each day and he has 4 mobile legend accounts that had ended or had a higher tier.