

CHAPTER I

INTRODUCTION

1.1 Background of Study

The development of technology today has invented new ways of doing activities such as working, learning, teaching or just killing time by playing games. Today, games cannot only be played with our friends in the neighbourhood, rather they also be played with strangers across the globe thanks to the invention of the internet and it is called an online game. Online games have become more popular day by day, thanks to their unstoppable marketing campaign that in almost every website, there are always one or two online game ads. Not only that, but the emergence of e-sports also plays a role in boosting online games' popularity. One of many online games that are very popular among gamers is "*Counter Strike 2*" also called "*CS2*", it was an upgrade for the previous game called "*Counter-Strike: Global Offensive*" or many gamers called "*CS: GO*". Rizami (2018) explain *Counter-Strike: Global Offensive* also known by gamers as *CS: GO*, was a first-person shooter game that has a specific number of rounds which each team in the game needs to win it. According to its official website on store.steampowered.com, "*CS2*" is a free-online competitive first-person shooter (fps) game, built on the new Source 2 game engine and the upgrade for its predecessor, "*CS: GO*", that utilizes a pair of teams consisting of 'terrorist' and 'counter-terrorist' team competing in a set of rounds on a selection of assorted game maps, each team has objectives to complete in certain amount of time in each round. Each team has different objectives, the 'terrorist' team's objectives are planting a bomb and guarding hostages, while the 'counter-terrorist' team is to defuse the planted bomb so it would not explode and the second objective is to rescue the hostages within the time limit, this objective varies between game map and in order to win the match each team needs to eliminate every player of the opposite team or to counteract the opposite team's objective, in other word different tactics was needed on a different map.

Needless to say, communication is one of the key parts to winning this game aside from skills and coordination, with that kind of gameplay the use of online chat is inevitable, Winn and Fisher II (2004). There are two kinds of online chat in this game, voice chat is commonly used by a player who has a speaker and a microphone and the least commonly used but also crucial part of the game is type-chat. To express their emotion in the game, the player who had no microphone used the type chat, and the player who had a microphone used the voice chat. Some players still use type-chat even though voice chat is superior in terms of conveying a message, the reason behind this is that there is a delay by using the chat rather than typing your own words in the chat, perhaps they do not want their voice could be heard by some strangers in the game or they just do not want to speak at all, and the most common one is the player did not have a microphone to use.

Sund (2019) has conducted a study entitled *Words and Meaning in Gaming “World of Warcraft” and “Counterstrike Global Offensive”*, one of his statements is the usual words found in the game, usually have contextual meanings of the game, including both dictionary and game-specific words, occasionally the game-specific words could lead to confusion to new players or people that has yet no knowledge about gaming. This suggests that game-specific words were exclusive to those who played or had some knowledge about games, which indicates that the people who played games and those who did not play were different. Geyser-Fouche (2016) also stated an exclusive language was to allow a certain group of people to strengthen the group’s identity and to differentiate them from other group’s behaviour. On the other hand, Ahmad (2016) says that language is a medium of expressing views or ideas toward other people which has a power no other instrument could have. In other words, everyone should know the basic or the core of the language the other person uses, otherwise the communication would fail. The researcher agrees with Ahmad’s point that language was a medium of expressing ideas to others, but his statement referred to the majority of people who perhaps did not play or do not have any knowledge regarding games. It was concluded that the researcher wanted to provide more insight on the context of this

study by researching the meaning and the type of English expressions used in the game to provide the new player and new people interested in this game a better understanding of the language in the game.

In this research, the researcher would conduct descriptive research about the semantic research with the narrative of English expression used in the game “*Counter-Strike 2*” online chat.

1.2 Research Questions

1. What types of English expressions are used in “*Counter-Strike 2*” online text chat?
2. What is the meaning of the expressions used by “*Counter Strike 2*” players?

1.3 Purpose of the Research

The purposes of this research are to explain the types of expressions used in the game chat and to analyse the meaning of the expressions used by the players in the online chat.

1.4 Scope and Limitations

The researcher considers that expressions are commonly used by players in playing online games, therefore the researcher would like to limit the research only to identifying the types and meaning of written expressions used by the players in the game “*Counter-Strike 2*”

1.5 Significance of Study

The research is expected to give contribution to English teachers and students. For the teacher, hopefully, it can give a contribution in terms of literary review or sources to teach semantics using games online. For students, it is hoped that they can broaden their knowledge of expression through games online.

1.6 Definition of Key Term

To make this research understandable for the reader, the researcher presented definitions used in the research, including:

- a. Semantics is a linguistic study of words, phrases, grammar, and sentences that deals with the literal meaning disregarding of the context and the meaning of an action (Yule, 2013).
- b. Expression is words, or phrases that conveys a particular meaning (Löbner, 2013).
- c. Online game is a game played using the internet with other players around the world (Granic, et al, 2016)
- d. “*Counter Strike 2*” is an online game developed by Valve in the year 2023 and launched in the same year as a successor of “*CS: GO*” (Counter-Strike: Global Offensive) using the latest Source 2 game engine developed also by Valve.

