

Chapter II

REVIEW RELATED LITERATURE

2.1 Grammar

Grammar, refers to the systematic study and rules governing the structure, formation, and usage of language. It encompasses various elements such as syntax, morphology, phonetics, semantics, and pragmatics, (Herring 2012). Here are key points that experts consider when discussing grammar:

1. **Syntax:** This aspect of grammar deals with the arrangement of words and phrases to create well-formed sentences and phrases. Syntax includes understanding sentence structure, word order, parts of speech, and grammatical relations between words.
2. **Morphology:** Morphology focuses on the structure of words, including prefixes, suffixes, roots, and how words are formed and modified to convey meaning. Experts in grammar study morphemes (the smallest units of meaning) and how they combine to create words.
3. **Phonetics and Phonology:** Grammar experts also consider the sounds of language, known as phonetics, and the organization of these sounds in language systems, known as phonology. This includes understanding pronunciation, stress patterns, intonation, and how sounds contribute to meaning and communication.
4. **Semantics:** Semantics deals with the meaning of words, phrases, and sentences in language. It involves studying how words and expressions convey specific meanings, the relationship between words, and how context influences interpretation.
5. **Pragmatics:** Pragmatics refers to the study of language in use, including the social and cultural aspects of communication. Grammar experts consider pragmatic factors such as context, tone, politeness, speech acts, and the communicative intentions behind language use.

6. Grammar Rules: Experts in grammar analyze and apply grammatical rules and conventions, including verb conjugation, tense usage, agreement, pronoun reference, punctuation, sentence types (e.g., declarative, interrogative, imperative), and more.

Grammar experts have a deep understanding of the structural, functional, and communicative aspects of language, (Letters and Pack 1999). They study language rules, analyze linguistic patterns, and apply their knowledge to explain how language works, how it evolves, and how it is used in different contexts and cultures.

2.2 Tenses

Tenses, as understood in linguistics and grammar, refer to the grammatical categories that indicate the time of action or state of being expressed in a sentence, (Ni and Wang 2017). Tenses play a crucial role in conveying when an action occurred, whether it is happening now, has already happened, or will happen in the future, (Pfau 2009). Here are key points that experts consider when discussing tenses:

1. Time Reference: Tenses indicate the time frame in which an action takes place relative to the moment of speaking or another reference point. The main tenses in English are past, present, and future.
2. Verb Forms: Each tense is associated with specific verb forms, including simple, continuous (progressive), perfect, and perfect continuous constructions. For example, in the past tense, verbs can be expressed in simple past form (“I walked”), past continuous form (“I was walking”), past perfect form (“I had walked”), or past perfect continuous form (“I had been walking”).
3. Aspect: Tenses also include aspects that provide additional information about the nature of the action, such as whether it is ongoing, completed, or repeated. The aspects commonly used in English are simple, continuous (progressive), perfect, and perfect continuous.

4. Usage and Functions: Grammar experts understand the usage and functions of different tenses in various contexts. For example, the present simple tense is often used for general truths or habitual actions, while the present continuous tense is used for ongoing actions at the moment of speaking.
5. Sequence of Tenses: Experts also consider the sequence of tenses in complex sentences and how they relate to each other in terms of time reference and coherence.

Experts in tenses have a deep understanding of how verb forms and structures convey time relationships in language. They analyze the rules, patterns, and nuances of tenses to accurately describe when actions occur and to ensure clarity and coherence in written and spoken communication.

2.3 Game

A game is a structured activity or form of entertainment that involves one or more players engaging in a defined set of rules, objectives, challenges, and interactions within a specific context or virtual environment, (Benfield, Shen, and Leavitt 2016). Games can take various forms, including physical games played outdoors or indoors, board games, card games, video games, and more. Here are key aspects of what a game encompasses:

1. Rules: Games have rules that define how players can interact with the game, what actions are allowed or prohibited, how points or progress are scored, and how the game progresses over time. Rules provide the framework for gameplay and ensure fairness and consistency.
2. Objectives: Games typically have one or more objectives or goals that players strive to achieve. These objectives can range from completing a task, reaching a certain score or level, defeating opponents, solving puzzles, or simply having fun and enjoying the experience.
3. Challenges: Games often include challenges or obstacles that players must overcome using their skills, strategies, decision-making abilities,

and sometimes luck. Challenges add depth and complexity to gameplay, keeping players engaged and motivated to succeed.

4. **Interactivity:** Games involve interactions between players and the game system or environment. This interactivity can take various forms, such as competition, cooperation, negotiation, exploration, role-playing, or problem-solving.
5. **Feedback and Progression:** Games provide feedback to players in the form of rewards, points, feedback on performance, progress indicators, or visual and auditory cues. Feedback helps players understand their achievements, improve their skills, and track their progress throughout the game.
6. **Entertainment and Engagement:** Games are designed to be entertaining, engaging, and immersive experiences that captivate players' attention, stimulate their imagination, elicit emotions (such as excitement, joy, frustration, or satisfaction), and provide a sense of accomplishment or fulfillment.

Overall, games serve various purposes, including entertainment, social interaction, skill development, cognitive stimulation, relaxation, and cultural expression, (Charness et al. 2019). They can be enjoyed individually or in groups, and they often reflect the creativity, ingenuity, and cultural values of their creators and players.

2.4 Multiplayer Online Battle Arena

MOBA (Multiplayer Online Battle Arena) is a genre of video games that has garnered attention and analysis from experts in the gaming industry and academia. Here is a comprehensive explanation of the MOBA genre according to experts:

1. **Gameplay Dynamics:** MOBA games are characterized by team-based gameplay where two opposing teams, typically consisting of five players each, compete against each other in an arena or map. The primary objective is to destroy the enemy team's base while defending your own

base. Player's control powerful characters known as "heroes" or "champions," each with unique abilities, roles (such as tank, damage dealer, support, etc.), and progression systems.

2. **Strategic Depth:** Experts highlight the strategic depth of MOBA games, which require players to make tactical decisions, coordinate with teammates, manage resources, and adapt to changing game conditions. Strategic elements include map control, objective prioritization, item builds, team composition, lane management, and timing of engagements.
3. **Skill-Based Gameplay:** MOBA games emphasize skill-based gameplay, where players must master their chosen heroes, abilities, and mechanics such as last-hitting minions, skill shots, crowd control, and positioning. Mastery of these skills is essential for outplaying opponents, securing kills, and achieving victory.
4. **Teamwork and Communication:** Effective teamwork and communication are paramount in MOBA games. Players must collaborate, communicate strategies, call out enemy movements, coordinate team fights, and work together to achieve common objectives. Team synergy and coordination often determine the outcome of matches.
5. **Competitive Scene:** MOBAs have a thriving competitive scene with organized tournaments, professional teams, and esports leagues. Experts analyze the competitive aspects of MOBA gameplay, including professional strategies, meta shifts, player performances, match analysis, and the impact of balance changes and patches on the competitive landscape, (Ye et al. 2020).
6. **Community and Culture:** The MOBA genre has a vibrant community of players, content creators, streamers, and fans who contribute to the game's culture. Experts study player behaviors, community dynamics, toxicity issues, social interactions, player motivations, and the evolution of MOBA communities over time.

Overall, experts view MOBAs as complex and dynamic games that combine elements of strategy, teamwork, skill, competition, and community engagement, (Benefield et al. 2016). The genre continues to evolve with new innovations, gameplay mechanics, and esports developments, making it a fascinating subject of study within the gaming industry and academic research. Therefore, this game genre becomes one of the most favorite multiplayer online game genres beside first person shooter (FPS). MOBA game is usually played by five players with different role. The goal of this game is to destroy the enemies base tower to win this game. MOBA game need a good teamwork to gain the goal of the game.

2.5 Mobile Legends: Bang-Bang

Mobile Legends: Bang Bang is a popular multiplayer online battle arena (MOBA) game developed and published by Moonton. It is available for mobile devices such as smartphones and tablets. In Mobile Legends, players compete in teams of five against each other in real-time battles. The objective is to destroy the enemy team's base while defending your own base.

Each player controls a “hero” character with unique abilities and skills. Heroes are divided into different roles such as tanks, fighters, marksmen, mages, assassins, and supports, each with its own strengths and weaknesses, (Yogatama et al. 2019). Players must work together strategically, coordinate their attacks, and utilize their hero's abilities effectively to defeat the opposing team and achieve victory.

Mobile Legends has gained a large player base globally and is known for its fast-paced gameplay, colorful graphics, and frequent updates with new heroes, skins, and features. It is often played competitively in esports tournaments and has become a significant title in the mobile gaming industry.

Mobile Legends game is created by China developer is Moonton Technology Co. Ltd and shanghai mulong network and technology Co. Ltd. July 11th, 2016. Mobile Legends: Bang-Bang is a game designed which only for a phone (Moonton, Mobile Legends, 2016)

2.6 Quick Chat

Quick chat is one of communication feature on Mobile legends: Bang-Bang game. Valentina said on their research Quick Chat feature is communication feature that is immediately available or we just choose to be sent to all players during the game take place to communicate with each other and provide commands while playing Mobile Legends: Bang-Bang game, (Irwanto Ihsan et al. 2023). Therefore, by using Quick Chat feature players could communicate between players to send the command or suggestion during the match, (Nurjayanti 2023).

The function of this feature is almost the same with Chat feature. This feature has already existing phrase ready to be sent directly by choosing the template. However, Chat feature need to type first on the blank to communicate and send attack or defend command to teammate.

2.7 Phrase and Sentence

As explained before, Quick Chat is feature that immediately available. Therefore, players could choose the existing phrase or sentence to be sent to teammate or all players during the match. The existing phrase in Quick Chat feature on Mobile Legends: Bang-Bang are divided into two version of sound, default version and Transformers version. Besides, each of those versions separated into three parts, those are: Defend, Attack, and Communicate.

Defend is one of the Quick Chat divisions mean each player need to build a good teamwork to protect any part of team in team's area on a map. Players should protect turret, jungles, base tower, and especially protect each player in order to not be kidnapped one by one. Attack is the opposite of Defend definition. Attack means each player need to have a good teamwork to assault enemies defense, kidnapping enemy players one by one to kill the hero what the player use. The last division is Communicate, (Debora Ratulangi 2018). This Quick Chat division is used by player to say thanks each teammate or with opponent. This division also used to praise the player who had a good skill to present a good game.