

CHAPTER II

LITERATURE REVIEW

Because of its potential to affect player experiences and interactions, academics have paid close attention to the usage of profanity in online gaming contexts. The relationship between profane words and player perception is the specific subject of this literature study, which also examines how players react to and understand the usage of such language in gaming communities.

2.1 Profanity Words

According to Eldridge (2023), profanity is a language that is considered socially offensive due to being vulgar, obscene, or irreverent, and according to the Cambridge Dictionary, profanity is an offensive or obscene word or phrase. Profanity is a symbol or expression of emotion and feeling. Based on the Collins Dictionary, Profanities are swear words that are used for expression.

According to Wiraatmaja and Sabgini (2024), people may use profanity to reduce stress, improve pain tolerance, shock, or threat intentionally and unintentionally, but in a game context, because we are using an in-game chat log focus on intentional profanity word. How to determine whether a word is a profanity word or not is by using the theory from Jdetawy (2019) that focuses on the type of profanity itself.

2.1.1 Profanity in Online Gaming

Using harsh or vulgar language is known as profanity, and it is commonly observed in online gaming environments because players communicate with each other in real time. Studies on the frequency of profanity words in various gaming communities, such as Phillips et al. (2019), have demonstrated how it affects social dynamics and player

communication. The anonymity and asynchronous nature of online interactions in gaming platforms often contribute to the increased use of profanity as a means of self-expression or venting frustrations (Hussain & Griffiths, 2008). Profanity in media, including video games, has been linked to attitudes and behaviours regarding profanity use and aggression (Coyne et al., 2011). Research indicates that games containing profanity tend to feature it frequently, raising concerns about its prevalence and potential impact on players (Ivory et al., 2009).

2.1.2 Perception of Profanity

According to Jdetawy (2019), Expletive swearing, Abusive swearing, Humorous swearing, and Auxiliary swearing are 4 types of profanity categorized as weak and strong. Expletive swearing can be analyzed because it is not directed to other people. It expresses personal emotions, such as anger, shock, and frustration. Abusive swearing is directed towards others but only in name-calling, such as chicken face, pig face, etc. Humorous swearing is toxic swearing but is meant to be humorous and not offensive to the target. Auxiliary can also become swearing, but it's not directed at other individuals or circumstances. Auxiliary refers to swearing as "lazy speaking" or "often or always non-emphatic.". According to Wiraatmaja and Sabgini (2024), most people use profanity because of anger management, which relies on relieving tension.

2.2 Player's Perception

Player's perception is the perception of any player in the game; every player has a different perception of its context, and based on their experience, in this research, we will search for and collect player's perception of profanity words. Player perception of profanity

words varies depending on individual characteristics, cultural norms, and personal experiences. In a study on player attitudes regarding profanity words in online gaming groups, Fox and Tang (2014) found a range of viewpoints, from acceptance and tolerance to discomfort and offence. A number of variables, including age, gender, social identity, and past exposure to foul language, affect how players interpret it. Player perception and experience in games are influenced by various factors, including the content of the game. While much research has focused on player interactions with non-player characters, less emphasis has been placed on the content of the game itself and its impact on players' affective states (Yannakakis & Togelius, 2011). Furthermore, it has been discovered that the choice of game controller influences the player experience, emphasizing the significance of taking into account a number of factors when determining how players view and interact with games (Birk & Mandryk, 2013). Understanding player motivation and emotional reactions in gaming environments is important since emotions have a significant impact on whether players play a game (Li & Luh, 2017).

2.3 Online Games: Valorant

Online gaming, according to Myleene Klass (2024), is playing a video game online, typically with friends in real life or online friends. PCs, laptops, mobile phones, and specialized video game consoles like PlayStations, Xboxes, and Nintendo Switches may be used to play online games. The future of games that emphasize communication strategy is online gaming.

In the current period, online games have gained popularity and attracted players of all ages and backgrounds. Every online game, especially Valorant, has a large player base. Riot

Games' online multiplayer game “Valorant” based on eSafety (2024) is a first-person shooter game, two teams of five players each take turns attacking and defending.

