

**ELED GAMING COMMUNITY'S PERCEPTION ABOUT THE USAGE OF
PROFANITY WORDS IN VALORANT**

THESIS



By:

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UNIVERSITY OF MUHAMMADIYAH MALANG**

2024

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This thesis is submitted to meet one of the requirements to achieve
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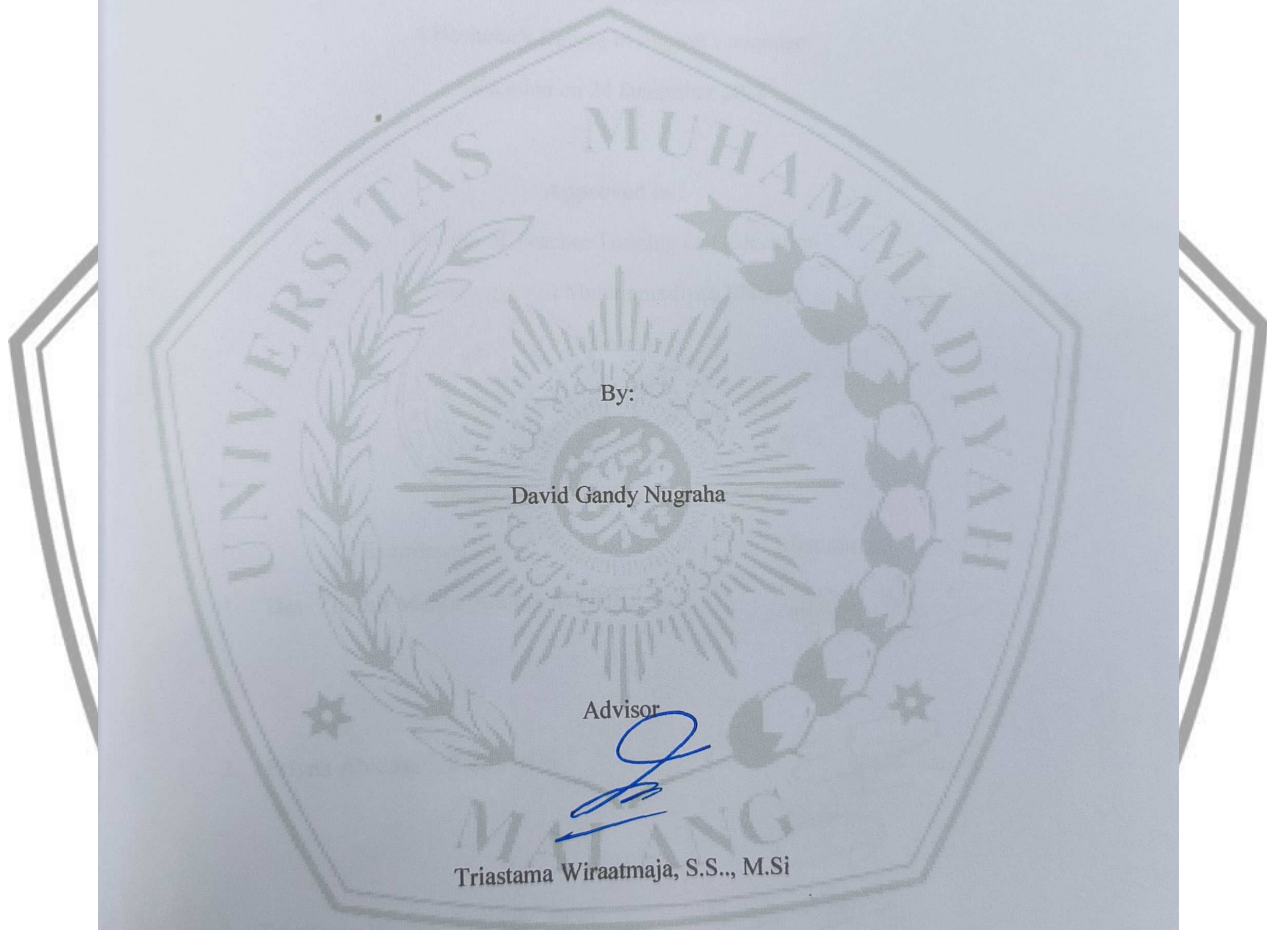
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APPROVAL PAGE

This thesis was written by David Gandy Nugraha and was approved on

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A handwritten signature in blue ink, appearing to read 'Triastama Wiraatmaja', is written over the 'Advisor' text.

Triastama Wiraatmaja, S.S., M.Si

APPROVAL PAGE

This thesis was defended in front of the examiners of the Faculty of Teacher Training and Education of University of Muhammadiyah Malang and accepted as one of the requirements to achieve a Bachelor's Degree in English Language Education on 24 December 2024

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David Gandy Nugraha

ELED GAMING COMMUNITY'S PERCEPTION ABOUT THE USAGE OF PROFANITY WORDS IN VALORANT

ABSTRACT

This study aims to gain perception about the usage of profanity words in Valorant and to find what types of profanity are commonly used by Valorant players. The main reasons for profanity words in Valorant were analysed because Valorant became the number 1 game with cases of harassment of young people based on AADL (2022). Data analysis of the perception was gained from ELED gaming community, and to find out what types are commonly used is gained through observation in random gameplay by the researcher directly. A qualitative approach was employed with the support of Jdetawy (2019) for the types of profanity words. Data analysis was gained from interviewing 5 members of ELED gaming community for the player's perception. The observation was conducted in random gameplay without seeing the rank, level, age, and background in 10 matches of bronze rank. The conclusions were made to complete the study objectives based on data from the methods used. This study can help a future researcher who wants to deeply understand the relation between profanity and Valorant based on psychology, technology, background, age, etc. This study also allows the reader to gain insight into the perception of various players and make decisions while encountering profanity words.

Keywords: *perception, profanity words, valorant*

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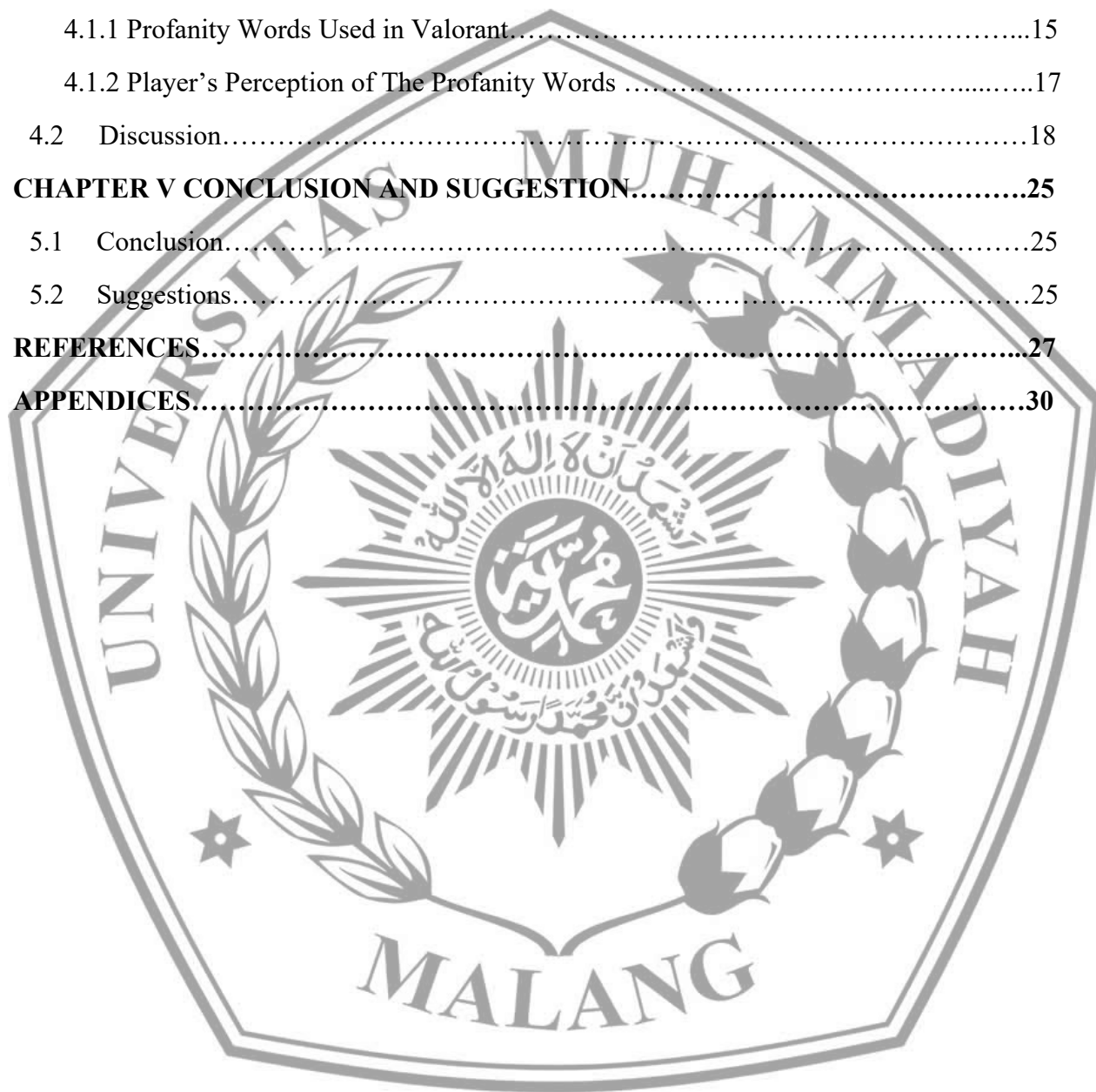
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