CHAPTER I

INTRODUCTION

This chapter portrays the reasons for conducting the research and deals with a few focuses: research background, research questions, research significance, scope and limitation, and definition of key terms.

1.1 Research Background

Online games manifest the development of modern technology in this world. Chen (2014) stated that online games are multiplayer games that link players who are connected via a network. An *online game* is a game that is played in front of a PC or computer using an internet network. However, along with the rapid development of technology and the increasing number of types of online games, the above meaning does not apply today because, at this time, online games cannot only be played on computers or PC, but online games can also be played on gadgets with advanced technology implanted in it, such as android, IOS, and so on.

Online games now have many genres ranging from RPG (Role Playing Game) and puzzles to MOBA (Multiplayer Online Battle Arena). Grace (2005) stated that there are differences between the type of game and the genre of the game in which video game discusses the game story, the type of game as a gameplay description, and game genres as descriptions of the game's narrative content. Game in the MOBA genre

is quite popular today. Several people play this game at once, and usually, will be divided into two teams that will fight for victory. Victory can be achieved if the team can destroy certain buildings belonging to its opponent.

One such MOBA game is Mobile Legends Bang Bang. This game is played by controlling one of the so-called characters' heroes from the list of heroes they already have. Teamwork is a key in this game. Every hero has different skills from each other. Understanding the character of the hero used is very fundamental. Each hero has a voice (hero quotes) used in Mobile Legends. Sudharto (2018), in his research, namely the "Mobile Legends Game Phenomenon," concluded that informants from mobile legends game players gain the ability to use a foreign language (English). The game was developed by Moonton and released to the public on Android on July 14, 2016, and iOS on November 9, 2016.

This phenomenon is the background for the emergence of the researcher's idea to conduct an Introduction to the English Register used in the Mobile Legends Game for UMM students. Wardhaugh (2006) states that registers are sets of dialects related to discrete social groups or occupations. Furthermore, the researcher has examined how this theoretical process works in the Introduction to English Register in the Mobile Legends Bang Bang game among UMM students because this phenomenon has become a kind of culture among the students. This research will be intended for field studies. Therefore, the data the researcher used are directly sourced from interviews with informants and data the researcher found in previous studies by other researchers.

In a study conducted by Arnasila (2020) entitled "Unknown's Register Found In Player Battleground Mobile Game," it was found that one of the communities that used registers was players from unknown player mobile battleground games or commonly called PUBGM. The players usually communicate with other players in a group by using several registers. Furthermore, the subjects of this study were the users/players of the PUBGM game itself. Here the researcher is the main instrument for analyzing data, and the data collection method is document analysis. The findings of this study indicate that GG, knockout, high ground, camp, etc., are used by users/players at PUBGM. Accordingly, the researcher shows that he obtained two types of registers, namely formal and informal registers.

A language also has systems and subsystems that speakers of that language can only understand. However, language can be non-uniform and varied. One of the language variations based on its usefulness function is register. A *register* is a language variation that is often associated with dialects. Malabar (2015) reveals that dialect relates to the language used by whom, when, and where. Then the register relates to the language problem and is used for what activities. Further, registers can be concluded as a language commonly used at certain times or with particular social groups that the group usually uses in certain situations (Lestari, 2018).

Based on the observations conducted by the researcher on Mobile Legends game players using questioners, the researcher found a problem: Mobile Legends players needed to learn the definition of registers and what registers were contained in the Mobile Legends game. Mobile Legends players also need to learn how to use the

register to converse with opponents. Preliminary data evidence this problem, showing that only about 10% of mobile legends players understand what register means and what it means, and how to use it. Meanwhile, nine other people (90%) did not know this. Besides, they have never studied the meaning behind the word register in the mobile legend. Most try to imitate but do not know the meaning and use the registered word in the conversation. Thus, researchers are interested in conducting research related to Mobile Legends because this game is one of the most popular games in the world at this time. The researcher also wants the Mobile Legends game to be used as learning material for those who play it.

Another Syahir (2017) research analyzed the students' perception of English registers under the title *"Register Used By Gamers In Point Blank Online."* This research was conducted at the University of Muhammadiyah Malang. This study analyzes the point-blank registers used by online gamers. The register is interesting to analyze in this game because point-blank games overgrew and became very popular to be played in that era. This study analyzes the registers used through their activities and also how meaning is processed in these registers. Therefore, the results of this study indicate that a total of 31 registers exist in this community. Of the types of registers, 20 are informal registers, and 11 are formal registers.

In this study, the researcher tends to investigate different findings. One thing distinguishing this study from previous research is the different scope in the games analyzed. In this study, the researcher focused on the perceptions of online gamers in understanding registers in mobile legends games. Based on the description above, the

researcher conducted a study titled "Mobile Legend Players' Understanding of Register Vocabulary in the Mobile Legends Game and Strategy."

1.2 Research Questions

Based on the research background above, the researcher formulates the research questions as follows:

1. How far do mobile legends players understanding the register?
2. What are the strategies for understanding the register in the mobile legend game?

1.3 Research Objectives

Based on the formulation of the research questions above, the objectives of the research are as follows:

1. To find out how far do mobile legends players understand the register.
2. To find out what are the strategies for understanding the register in the mobile legend game.

1.4 Research Significances

1. Theoretical Benefit

    The results of this study are expected to be used by students to introduce English registers used in games in learning English. In addition, this research also serves as a recommendation or reference that can be used for other researchers in the future.

2. Practical Benefit

a. For students

The results of this study are expected to have a positive influence on students in their speaking English skills directly from playing the Mobile Legends game.

b. For English Lecturers

This research is expected to be used to help teaching students' pronunciation and speaking. Therefore, the students can be easier to understand it. Hopefully, this mobile legends game can be a medium to improve students' pronunciation and speaking.

1.5 Scope and Limitation

The scope of the study is Mobile Legend Players' Understanding of Register Vocabulary in Mobile Legends Game and Strategy

1.6 Definition of Key Terms

1. Register

Register is a variation of the language used for a specific purpose or in certain communicative situations.

2. Mobile Legends

Mobile Legends is a multiplayer online fighting game that can be played on both Android and iOS.