

CHAPTER II

LITERATURE REVIEW

In this chapter, the researcher provides some theoretical explanations related to the Introduction of English Registers Used in the Mobile Legends Game. This explanation aims to provide a general understanding to readers. The theories that will be explained are sociolinguistics, language varieties, registers, and mobile legends games.

2.1 Sociolinguistics

Sociolinguistics has two terms, namely "socio," which can be interpreted as a society, and the word "linguistics," which is defined as science related to language. According to Nisa (2019), sociolinguistics is a science that comes from the branch of linguistics that studies the relationship between humans and language. These two things are interrelated because the language will only be known and exist with people who use the language, and vice versa. Humans will need to use language to understand each other's intentions. In addition, sociolinguistics also examines how humans use language in social contexts and social relationships and how people convey information related to aspects of their social identity through the language that the person uses (Kennedy & Lubiner, 1993). Besides, sociolinguistics can also provide information on the nature of society and language.

Although sociolinguistics is a branch of linguistics, sociolinguistics is different from linguistics. Linguistics is universal in its purpose. According to Downes (2020), linguistics functions to examine one's natural language, which aims to build a universal grammar theory, while sociolinguistics is a more specific science for studying the nature of language and society that requires social references, including contextual explanations. Further, Nisa (2019) also states that linguistics is different from sociolinguistics because linguistics is a science that makes people aware of the structure of language, while sociolinguistics can tell someone how to interact with each other by using these structures in their daily lives. Besides, sociolinguistics also studies language studies and places language as a means of connecting in society (Ibrahim, 2014).

Sociolinguistics has a role in life. Sociolinguistics plays a role in studying a language by considering the language with its language-speaking community and considering the interrelationships of interest between language and society (Abdurrahman, 2011). In addition, sociolinguistics can help evaluate English books' text by adhering to a sociolinguistic perspective (Atar and Erdem, 2020). Therefore, the existence of sociolinguistics cannot be ruled out.

2.2 Language Varieties

Language is a tool for communication. Language has variations. Language variations can be interpreted as human speech patterns, words, sounds, and grammatical features, which can uniquely be associated with external factors such as

social groups and geographic areas (Nisa, 2019). Language variation refers to the many different social, regional, or contextual ways of language use. Variations between languages, speakers, and dialects are usually known as speaker variations, while variations in a speaker's language can be called intraspeaker variations (Heidary and Barzan, 2019). All aspects of language, including morphemes, phonemes, meanings, and syntactic structures, are subject to variation.

Further, according to Kennedy and Lubiner (1993), language usually varies in three main ways: time, social, and physical space. For example, variations in change over time stem from regional and social variations. Therefore, variation is the main thing that is considered in sociolinguistics. Besides, language variations have several topics, including dialects, styles, slang, jargon, and registers.

The followings are the types of language variations:

2.2.1 Dialect

Dialect is a collection of regional, temporal, or social variations, which is a product that originates from a geographical area or individual class (Nida, 1972). Besides, Nisa (2019) assumes that dialects can be regionally based on the person's place of residence and region. Usually, users of the same dialect have specific characteristics that indicate that the person has the same dialect. In addition, dialect also has a complex concept because it has a set of attributes that make a group of speakers different from other speakers even though they have the same language (Heidary and Barzan, 2019). Therefore, dialect is a variation that is closely related to its users.

2.2.2 Styles

In speaking English, someone needs to master the style of the language. According to Nida (1972), style is one of the essential skills for someone who wants to speak or write English well. Heidary and Barzan (2019) reveal that style is a variety of language divided based on speech situations or formal or informal styles. The degree of formality of a person depends on the circumstances. One can speak formally or informally, depending on the circumstances. In addition, Schilling (2005), in his research, shows that variations in a person's speech style are as pervasive as variations based on a person's social class, region of residence, and gender.

2.2.3 Slang

Slang has come from one of the speech varieties (Alekseevna Izmaylova et al., 2017). Slang is usually referred to as one of the variations of informal language, which sometimes includes new meanings and is sometimes considered rude. Further, Guzman (2017) assumes that slang is often associated with the language used by speakers with low socioeconomic status, someone who has a low level of education, and certain groups who usually identify with specific slang. Although slang is considered an informal language that is not polite, it is also considered one of the exciting language phenomena and has a level of demand in learning (Alekseevna Izmaylova et al., 2017).

2.2.4 Jargon

Jargon can be defined as an ambiguous or specific dialect that comes from a language, which is used as a distinctive vocabulary for certain people in a profession,

organization, or trade group (Liaw, 2013). Jargon is also a collection of terms such as morpheme, phoneme, lexicon, case, phrase structure rules, etc. In addition, jargon also functions as a language creator to meet scientific development needs. According to Schingman (2000), jargon is not only based on words or writing that cannot be understood but also technical terms that function as a concise and effective communication tool for writers and audiences.

2.2.5 Register

The register is part of linguistics related to internal culture, certain social practices, and the people involved in these practices (Agha, 2007). In general, the register is related to the speech style system. Further, *registers* can also be defined as one of the configuration resources of semantics that members of a culture usually associate with this type of situation (Flores, 2006). Besides, many registers have been studied and documented, but a unique community can only know some speakers. Some registers are highly valued by the community and sometimes underestimated by some prescriptive institutions but are still positively appreciated by those who use them (Agha, 2007).

2.3 Register

Language is a tool used to communicate. 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). Therefore, the register can be called closer to a comprehensive sociolinguistics study (Utomo, 2014).

The register also has several forms, but the form in question is linguistic or lingual (Lestari, 2018). The form is divided into three, namely, words, phrases, and sentences. Furthermore, registers are divided into open-envelope registers and limited-enclosed registers. Open envelope registers are a language commonly used in small documents, greeting cards, food recipes, technical instructions, or communication contacts between a doctor and his patient (Baekhaqi, 2019). Meanwhile, the limited-enclosed registers are limited, with a minor or limited meaning, which can only be used by certain people (Baekhaqi, 2019). For example, a register is commonly used during world wars, where soldiers usually send small and limited messages, and certain circles only know the meaning of these messages.

Registers have several essential uses that their speakers commonly use. One of them is the use of registers for members of the police force. In his research, Damayanti (2017) asserts that in the communication carried out by the Pontianak traffic unit, there are various characters and the use of language that usually needs to be understood by the general crew. The examples are the words “GATUR” (maintenance and regulation)

and “RIKSA LAKA” (accident inspection). In addition, registers are usually used to convey something personal or group.

Further, social media also has a variety of registers that are often used; one of which is YouTube. Register variations on the speaking component on YouTube social media consist of settings and scenes. According to Dwijayanti and Mujianto (2020), there are participant, end, act, key, instrument, a norm of interaction, and genre in the setting and scene.

2.4 Mobile Legends Game

The existence of the globalization process has succeeded in making progress in technology, one of which is smartphones. With the sophistication of smartphones, they can facilitate human activities and provide them with entertainment. One of the most popular games now is the Mobile Legends game. Besides, this game is played online, driven by the internet network, as well as the interaction between one person and another player, which aims to carry out specific missions and achieve the highest points in the game (Valentina and Sari, 2019). Further, this Mobile Legends game is included in the Multiplayer Online Battle Arena (MOBA) game category, which features a battle between 5 vs 5 players (Valentina and Sari, 2019). In addition, the Mobile Legends game also has three paths where each path has a tower and the player's goal is to destroy the tower in that lane and destroy the enemy's main tower using the hero chosen by the player (Rani et al., 2019). With the excitement of the game presented by this game, it is not surprising that it is currently being played by children, students, and adults.

In Mobile Legends, the game also has many choices of heroes that can be selected and acted by players. The heroes referred to in the Mobile Legends game are characters that players in a team can only control, and they can choose what hero the player will use shortly before the game starts (Yogatama et al., 2019). Moreover, in this game, players can shop for items or skins that can improve the appearance of their favorite heroes, and these skins can increase damage to opponents. Besides, in this game, mobile legends players usually only know many register words. For example, the word “maniac” usually means “crazy” when translated into Indonesian. However, the meaning of the word “maniac” in the Mobile Legends game is when a player manages to kill four opponents in a row using the hero they are acting (Inderasari et al., 2020). Additionally, there are still many register words players find when playing Mobile Legends, namely; savage, legendary, unstoppable, etc. All data of registers in the game have different meanings from the understanding of ordinary people who do not play the game