

**COMPLIMENT AND COMPLIMENT RESPONSE IN INSTAGRAM
GAMEPLAY VIDEO COMMENTS**

THESIS

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DEPARTMENT OF ENGLISH LITERATURE

FACULTY OF HUMANITIES

**UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
MALANG**

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**COMPLIMENT AND COMPLIMENT RESPONSE IN INSTAGRAM
VIDEO COMMENTS**

THESIS

Presented to:

Universitas Islam Negeri Maulana Malik Ibrahim Malang

**in Partial Fulfillment of the Requirements for the Degree of *Sarjana Sastra*
(S.S)**

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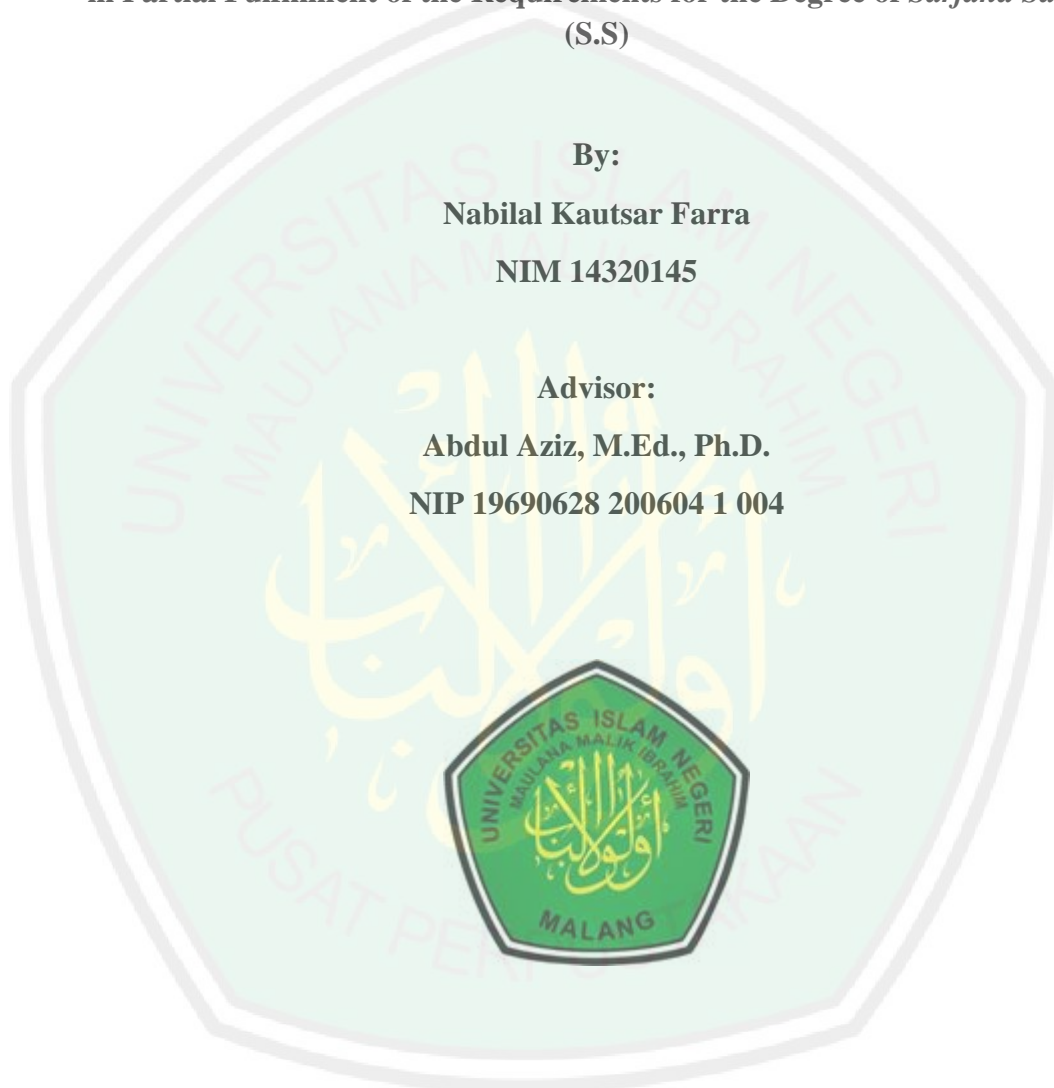
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**UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
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2019

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Declared that this written thesis entitled Compliment And Compliment Response in Instagram Gameplay Video Comments is truly my original work. This thesis is carried out to fulfill the requirement for the degree of Sarjana Sastra (S.S) in English Literature Department, Faculty of Humanities, State Islamic University of Maulana Malik Ibrahim Malang. The content of this thesis does not integrate to any materials previously written or published by other people except those indicated in quotations and bibliography. Since then, I am the only person responsible for the thesis, if there is any objection or claim from others.

Malang, December 18, 2019



The Writer,

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APPROVAL SHEET

This is to certify that Nabilal Kautsar Farra's thesis entitled Compliment and Compliment Responses in Instagram Gameplay Video Comments has been approved for thesis examination at Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang, as one of the requirements for the degree of *Sarjana Sastra* (S.S.).

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MOTTO

“ Start your lives with Basmalah and End it with Hamdalah ”



DEDICATION

To lovely my wife

my beloved parents and family

my best friends

in my life

you all have completed my life



ACKNOWLEDGMENTS

Praise to the one Almighty God, Allah Swt for the presence of plenty of mercy and grace, thus I can complete this undergraduate thesis entitled Compliment and Compliment Response in Instagram Gameplay Video Comments as the requirements for the degree of Sarjana Sastra. Also, may shalawat and salam always be upon the beloved noble prophet Muhammad SAW, the last messenger of God for his guidance from the moral destruction to the right path.

I would like to deliver my deepest appreciation and thanks to Abi Subakir and Umi Siti Marfu'ah, my beloved parents who always support me. This thesis would be impossible to complement without help, patience, and support of my extraordinary advisor, Bapak Abdul Aziz, M.Ed., Ph.D. May Allah Swt always bestow grace, health, gift and blessing in the world and in the hereafter for those three people I adore most.

I extend my gratitude to the dean, the head of department, and the whole lecturers who helped and taught me everything during my study in this university.

Unforgettably, I would thank to my wife who becomes my best friend in life for the endless help and support, especially for always being by my side and having spent happiness and sadness with me. I will never be able to forget the histories that we have made together. Thank you for taking part in the journey of my life.

Finally, this is my maximum effort of executing this study, and I realize this is full of imperfections. Any constructive critics and advice are perfectly pleased for the better research in the future. I do expect it will have a high contribution to the linguistic research development, especially in discourse markers.



ABSTRACT

Farra, Nabilal Kautsar. (2019). *Compliment and Compliment Response in Instagram Gameplay Video Comments*. Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Abdul Aziz, M. Ed., Ph. D.

Keywords: Compliment, Compliment Response, Instagram Gameplay Video Comments

Concurrent with the rapid flow of globalization, compliment and compliment response have popularly been gaining interest among many researchers especially in indirect (virtual) space. One of new environments recently come up in virtual life is online video game. Many gamers post their gameplay videos in Instagram. This kind of activity creates phenomenon worths to be investigated, especially, in the terms of compliments and compliment responses.

This study is aimed at exploring the compliment and compliment response in gameplay footages of video game posted in Instagram. To achieve the research objectives, a descriptive qualitative design is used in this study. The Manes and Wolfson's (1981, cited in Ishihara, 2003) theory is used to analyze the compliment and the Herbert's (1986, cited in Falasi, 2007) taxonomy is used to analyze the compliment response. The data collected from Instagram gameplay video comments were posted in 2019 and were analyzed by two different theories.

The study revealed that compliments toward the video game footage uploaded on Instagram use more of adjectival compliment such as *good*, *crazy*, *op (overpowering)* and *excellent* than verb of liking such as *like*. In the context of pattern proposed by Manes and Wolfson, 4 patterns, 1, 2, 3 and 8 were found in Instagram gameplay video comments, and 1 & 8 were the most dominant patterns. Then for the compliment response, there were at least 5 types of compliment responses that would be found, namely appreciation token, comment acceptance, return, scale down and no acknowledgment. The type of appreciation token was represented by the words *thanks* or *thank you*, which were very dominant.

The findings showed that the instagrammers, in context of gaming semantically tend to use adjectival compliment with simple syntactical pattern than verb of liking in performing compliment. The number of appreciation token as a response indicated that Instagram accounts that uploaded video game footage agreed with the compliment given. For the latter type, there are several other binding conditions. This is because not all types of responses can be applied in all types of communication. The use of intensifiers such as *so* and *really*, *exclamation mark* and also emoticons is also another thing, considering that interaction on social media is not direct interaction. Moreover, for the future research using different context and theory toward compliment and compliment response is recommended to gain another result and sight.

ABSTRAK

Farra, Nabilal Kautsar. (2019). *Komplimen dan Respon Komplimen dalam Komentar terhadap Video Gameplay di Instagram*. Thesis. Jurusan Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Dosen Pembimbing: Abdul Aziz, M. Ed., Ph. D.

Kata Kunci: Komplimen, Respon Komplimen, Komentar terhadap Video Gameplay di Instagram

Komplimen dan respon komplimen telah menuai perhatian di kalangan para peneliti khususnya dalam ruang tidak langsung atau daring. Salah satu ruang lingkup baru yang sekarang cukup populer yaitu gim video daring. Banyak para pemain gim (*gamers*) yang memposting video cara bermain (*gameplay*) mereka di Instagram. Pada akhirnya, Jenis aktivitas terbaru ini menciptakan fenomena yang layak untuk ditelusuri, khususnya dalam konteks ini yaitu, komplimen dan respon komplimen.

Studi ini bertujuan untuk menyelidiki komplimen dan respon komplimen dalam cuplikan cara bermain dari gim video di Instagram. Untuk mendapatkan objektivitas penelitian, desain kualitatif deskriptif digunakan dalam penelitian ini. Teori Manes dan Wolfson (1981, dikutip dari Ishihara, 2003) digunakan untuk menganalisis komplimen sedangkan taksonomi milik Herbert (1986, dikutip dari Falasi, 2007) untuk menganalisis respon dari komplimen. Kemudian, data yang dikumpulkan berupa komentar terhadap video cara bermain di Instagram berasal video yang diposting dalam kurun waktu 2019 dan dianalisis dengan dua teori tersebut.

Penelitian ini membuktikan bahwa komplimen pada cuplikan gim video di Instagram lebih banyak berupa *adjectival compliment* seperti *good, crazy, op (overpowering) and excellent* daripada *verb of liking* seperti *like*. Mengenai pola milik Manes dan Wolfson, ada 4 pola, pola 1, 2, 3, dan 8 yang ditemukan di komentar video cara bermain di Instagram, dan pola 1 & 8 menjadi yang paling dominan. Untuk respon dari komplimen, ada 5 tipe yang ditemukan yaitu, *comment acceptance, return, scale, no acknowledgment, dan appreciation token* yang mana menjadi tipe yang paling dominan.

Dari hasil temuan, penelitian ini menyimpulkan bahwa para *gaming instagrainer* cenderung menggunakan *adjectival compliment* dengan pola yang sederhana daripada menggunakan *verb of liking* dalam melakukan komplimen. Banyaknya tipe *appreciation token* yang ditemukan sebagai respon dari komplimen menunjukkan bahwa akun Instagram yang mengunggah cuplikan video game setuju atau menerima komplimen yang diberikan. Penggunaan kata pengintesis seperti *so* dan *really*, tanda seru dan juga emotikon adalah sesuatu yang perlu dikaji lagi dengan menimbang bahwa interaksi di media sosial bukan interaksi langsung. Untuk penelitian selanjutnya, penggunaan konteks atau teori yang berbeda dalam mengidentifikasi komplimen dan komplimen respon sangat disarankan untuk mendapatkan hasil dan pandangan yang berbeda.

الملخص

كوثر فر، نبيل. مجاملة و استجابة مجاملة في تعليقات فيديو اللعب في Instagram. أطروحة. قسم الأدب الإنجليزي، كلية العلوم الإنسانية، جامعة الإسلام الحكومية مولانا مالك إبراهيم مالانج. المستشار: عبد العزيز ، م. ي. د، ف. ه. د.

الكلمات الرئيسية: مجاملة ، استجابة مجاملة ، تعليقات فيديو اللعب في Instagram

بالتزامن مع التدفق السريع للعولمة ، اكتسبت مجاملة و استجابة مجاملة اهتمامًا شائعًا بين العديد من الباحثين وخاصة في الفضاء غير المباشر (الافتراضي). إحدى البيئات الجديدة التي ظهرت مؤخرًا في الحياة الافتراضية هي لعبة فيديو عبر الإنترنت. يقوم العديد من اللاعبين بنشر مقاطع الفيديو اللعب لهم في Instagram. هذا النشاط يخلق ظواهر جديدة بالتحقيق ، خاصة فيما يتعلق بالمجاملات والاستجابات المجاملة.

تهدف هذه الدراسة إلى استكشاف مجاملة و استجابة مجاملة في لقطات اللعب لألعاب الفيديو المنشورة في Instagram. لتحقيق أهداف البحث ، يتم استخدام تصميم نوعي وصفي في هذه الدراسة. تُستخدم نظرية Manes و Wolfson (1981) ، التي ورد ذكرها في Ishihara (2003) لتحليل المجاملة ، ويستخدم تصنيف Herbert (1986) ، المذكور في Falasi (2007) لتحليل الاستجابة المجاملة. تم نشر البيانات التي تم جمعها من تعليقات فيديو اللعب على Instagram في عام 2019 وتم تحليلها بواسطة نظريتين مختلفتين.

كشفت الدراسة أن المجاملات تجاه لقطات ألعاب الفيديو التي يتم تحميلها على Instagram عادةً ما تستخدم أكثر من مجاملة صفة مثل *good, crazy, op (overpowering)* و *excellent* وممتازة أكثر من فعل الإعجاب مثل *like*. في سياق النموذج المقترح من قبل Manes و Wolfson ، تم العثور على 4 أنماط و 1 و 2 و 3 و 8 في تعليقات فيديو اللعب على Instagram ، و 1 و 8 كانت أكثر الأنماط السائدة. ثم للاستجابة المجاملة ، كان هناك ما لا يقل عن 5 أنواع من الردود المجاملة التي يمكن العثور عليها ، وهي رمز التقدير ، وقبول التعليقات ، والعودة ، وتقليص حجمها وعدم الاعتراف بها. تم تمثيل نوع التقدير المميز بالكلمات "شكر أو شكرًا" ، والتي كانت مهيمنة للغاية.

وأظهرت النتائج أن *instagrammers* ، في سياق الألعاب تميل إلى استخدام مجاملة صفة مع نمط بسيط من فعل الإعجاب في أداء المجاملة. يشير عدد التقدير رمز المميز في إجابة إلى أن حسابات Instagram التي حملت مقاطع لعبة فيديو تتفق مع المجاملات المقدمة. بالنسبة للنوع الأخير ، هناك العديد من شروط الربط الأخرى. لأنه لا يمكن تطبيق جميع أنواع الاستجابات في جميع أنواع الاتصالات. يعد استخدام علامات التكتيف مثل علامة "so" و "really" و علامة التعجب و "الرموز" أيضًا أمرًا آخر ، بالنظر إلى أن التفاعل على وسائل التواصل الاجتماعي ليس تفاعلًا مباشرًا. علاوة على ذلك ، من أجل البحث المستقبلي باستخدام سياق ونظرية مختلفة تجاه الاستجابة المجاملة والاستحسان ، يوصى باكتساب نتيجة ومشاهدة أخرى.

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CHAPTER I

INTRODUCTION

This chapter contains the background, problems, objectives and significance of the study, and also scope and limitation, definitions of the key terms previous studies and research method. All sections are discussed as follows.

A. Background of the Study

Online Gaming has been increasingly popular among kids, teenagers, and adults. The Entertainment Retailers Association (ERA) in the United Kingdom has proved that Britain's video games area is growing, in cash terms, beyond the combination of music and home video. ERA estimated that is The U.K. games industry is worth more than £3.86 billion (\$4.85 billion in USD). These big incomes are obtained from only 3 games namely, FIFA, Red Dead Redemption 2 and Call of Duty: Black Ops 4. In other side, free mobile app games such as Fortnite which has been played by more than 200 million people across the world, while in-app purchases in this kind of free game are a profitable business for many developers.

Video games are spreading around the world through consoles, smartphone and personal computers. The massive consumption of online game leads to the presence of new things to appear in many sectors such as economic, environment, and language. Many online communities are integrated by online games, and social games even created the players'

existing real-life communities (Woolley, 1994). In other side, many players or gamers in the worldwide are wanting to be popular, professional and leader by competing in a tournament, making groups or communities or streaming and promote their skill or ability in social media.

As the fastest growing social network site globally (Wagner, 2015), Instagram become the one of popular virtual space for human to interact and communicate in this digital era. According to Statista, as of June 2018, this social network was reported for having more than 1 billion monthly active users worldwide and 500 million daily active users. People can share ideas, document moments, create arts and find people, promote something or someone through Instagram. Many popular and unpopular gamers share, document, or promote their gameplay skill video in Instagram toward the viewers or instagramers. This makes sense by the fact that according to Search Engine Journal, a study on Instagram engagement has discovered that video posts gain twice engagement as much as others. This kind of phenomenon allow a lot of other phenomena inside them. Among phenomena available, in language field, are compliment and its pair, compliment response.

Holmes (1988: 485) defines compliments as “a speech act which explicitly or implicitly attributes credit to someone other than the speaker, usually the person addressed, for some ‘good’ (possession, characteristic, skill, etc), which is “positively valued by the speaker and the hearer” (as cited in Holmes, 1995). While according to Herbert (1990) compliment responses (CRs) are utterances that are used to respond another utterance that refers to

something which is positively valued by participants and attributed to addressee (as cited in Tiono & Nona, 2007). In other words, the CRs means the response of the compliments. As the one of speech act expressions which are positively polite, compliments serve functions that are to express goodwill and to establish solidarity (Holmes, 1995). However, in the virtual environment in which sometimes the users just know the user's account name and her/his display picture, compliment and CRs more likely function as initiatory actions or even mere a reactive action. Hence, compliment and CRs in this new environment are valuable to observe.

Manes and Wolfson's theory (1981, cited in Ishihara, 2003) revealed that generally people tend to give compliments in formulaic way in both their meaning and form, since the use of syntactic forms, particular verbs and adjectives which describes positive evaluation is frequent. Hence, related to the meaning, the use of verbs and adjectives in realizing compliments is common. This theory is applied in this study because Manes and Wolfson are the primary contributor in the field compliment since there were first linguists examining the formulaic patterns of compliment in syntactic and semantic level. In the other side, the Herbert's taxonomy (1986, cited in Falasi, 2007) is used by researcher in exploring the responses of compliments carried out by Instagramers. He did modification on categories of Compliment responses introduced by pioneer researcher, Pomerantz in 1978. Moreover, many researchers have been using both theories to examine compliment and CRs.

The one of the reasons why this study investigates the compliment and compliment response from Instagram is the characteristic of virtual or online

interaction which is asynchronous, no immediate response is expected, because of time and space differences between online interactants (Sahawneh, 2012). Further, compliment in face to face interaction is very common social practice. Holmes (1995) stated that in face to face interaction complementee is under pressure to agree with complimenter and accept the compliment. Thus, this study tries to explore how this commonplace activity is implemented into virtual life.

Becoming popular topic within a lot of linguistics subfields such as second language, cross cultural pragmatics, sociolinguistics, etc, spawns many linguists who concerned on this topic. One of them is Han (1992) who did research to differ complimenting behavior toward Korean females in Korean and English interactions. Second, Falasi (2017) Related to the pragmatic transfer, tried to observe whether pragmatic transfer can occur in the context of Arabic learners of English and whether they produced target-like compliment response in English. Third, in movie context, Tiono and Nova (2007) examined the types of compliments and its R carried by the main characters in the movie *What Women Want*. Additionally, Shabani and Zailani (2015) explored comparatively compliment responses strategies paid by 30 Persian native speaker and 26 Canadian English speakers as well as investigating the impact of gender in responding the compliment.

Nowadays, the interest of compliment and compliment responses in online or virtual context have been increasing. Some researchers who focus on this field are Placencia and Lower. They (2013) looks at complimenting behavior directed to members of one Facebook network of family and friends

in the United States. Another researcher who examines compliment responses in the same platform, Facebook is Choironi (2013). She focuses on analyzing compliment responses used by the foreigner on Facebook status based on the gender difference. This present study, nevertheless, investigates not merely the single speech act of complimenting but both compliment and CRs to compliment, as Cohen states that compliment and compliment responses is a set of communicative acts (as cited in Ishihara, 2003), occurred through IG gameplay video's comments in the context of online game.

B. Problem of the Study

The concerns of this study are addressed by looking for answers to the following problems of the study:

1. How do Instagramers give compliments in Instagram gameplay video comments?
2. What responses are performed by the complimentee in Instagram gameplay video comments?

C. Objective of the Study

In virtue of the problem of study above, this study is aimed:

1. To describe how Instagramers is complementing behavior is performed in Instagram gameplay video comments.
2. To identify the kind of responses are paid by the complementee as found in Instagram gameplay video comments.

D. Significance of the Study

This study is expected to bring some practical significances. As a scientific research, the study can give an insight toward the reader about how

the interaction in the form of complimenting and responding compliment among Instagramers are established in gameplay video environment, as have been mentioned above that the function of compliments is to maintain solidarity in addition to smoothing conversation. Secondly, by nature, this is a pragmatic attempt to find out the pragmatic strategies in specific speech act. Therefore, the results and findings are expected to provide some implication in the process of complimenting and responding as much as possible so as to reach the purpose of communication.

E. Scope and Limitation

This pragmatic study focuses on complementing behavior along with its responses in Instagram gameplay video. Manes and Wolfson's (1981) theory is explored within the study in analyzing the compliments. While in identifying the responses, Herbert's (1986) classification of compliment responses is used. Two different theories are applied in this study when analyzing compliments and compliments responses due to the absence of theories exploring both compliments and its responses as a 'packet'.

As Hine (2009, cited in Plancencia & Lower, 2013) notes, "studies in the context of the internet are not without difficulty because of the vastness of the internet that makes it challenging to focus and it can thus be difficult to draw the boundaries of the one's research" and this study was no exception. Consequently, in order to keep data manageable, this study is restricted to the several limitations. First, this study focuses on analyzing the use of compliment and its responses viewed only from what have been displayed in the gameplay video comments of the selected Instagram accounts. Therefore,

other social characteristics that might influence the complimenting sequence such as social/educational or ethnic backgrounds, age group, and/or gender will not be taken into account.

Second, the data being analyzed only in the form of word, word phrase or sentence. Third, the videos being observed are those which related to the compliment topic of appearance only. As Wolfson (1983, cited in Furko & Dudas, 2012) found that ability and appearance are generally two topics that are utilized in everyday conversation. Fourth, the data are the videos uploaded in 2019. The videos chosen are the ones that have the most comments among videos uploaded by each selected Instagramers in that period.

F. Definition of Key Terms

To clarify some phrases and words which can potentially cause misunderstanding or ambiguity, the definitions of some key terms are:

1. Compliment : An utterance which explicitly or implicitly attributes to someone other than the complimenter, usually the person addressed for some “good” (possession, characteristic, skill etc. usually in the content posted in platforms) which is positively valued by the complimenter and the complimentee.

2. Compliment responses : Utterances that are used to respond another utterance that refers to something which is positively valued by participants (the complimenter and complimentee) and attributed to addressee (complimentee).
3. Instagram : Online mobile photo and video sharing and social networking service which enables the users to take photos and videos and share them on variety of social networking platforms.
4. Instagrammer : The user of Instagram
5. Online Game : Game played by involving players around the world through internet network.

G. Previous Studies

Compliments and compliment responses have been a popular topic of research within various linguistics subfields such as sociolinguistics, second language learning, cross-cultural pragmatics etc. Among those who are interested in exploring this topic in Han (1992) who carried out research contrasting Korean females complimenting behavior in Korean interaction and in English interaction. She examined ten Korean female students and eight American female students attending the same university. Those Korean students spoke Korean as their first language and they had spent at least one year in the U.S. Therefore, their English proficiency was considered advance.

Her research was not conducted based on gender as her participants are homogenous.

By doing field notes and interview, Han discovered that noticeable differences were shown by Korean female depending on the language they were using while they interacted. In Korean interactions, their most common response was to reject by disagreeing the complimenter. Even they accepted the compliments, they were more likely to accept it in the form of downgrading. While in English interactions, they tended to accept the compliments by saying “thank” or “thank you”.

Another research related to the pragmatic transfer was conducted by Falasi (2007). Using Discourse Completion Test (DCT) and interview, he tried to observe whether pragmatic transfer can occur in the context of Arabic learners of English and Whether they produced target-like compliment response in English. The research result indicated that Arabic (L1) expressions and strategies were sometimes transferred into English (L2). They noted that Arabic learners perceive that their norms of humility is universal rather than language specific. Whereas native speaker thought that they are being offending and bizarre.

There is also growing body of work in new contexts such as films. One of them is Tiono and Nova (2007) who explored the type of compliments and compliment responses paid by the main female character, Darcy, in the movie *What Women Want*. In this movie the female character was superior while the main male character, Nick, is subordinate. The research came up with the result that social status and gender did not constantly influence how

female superior character gave compliments toward the male subordinate character and vice versa. In details, Darcy produced two types of compliments: compliments on skills/abilities and compliments on personality traits. While Nick responded in five type of compliment response: appreciation token, comment history, return, and no acknowledgment.

Concerning to the gender difference and cross-cultural pragmatics, a study has performed by Shabani Zeilani (2015). They comparatively investigated compliment responses strategies used by 30 Persian native speaker and 26 Canadian English speaker as well as examining the effect of gender in responding the compliments. The findings indicated that both speaker mostly accept the compliment. Regarding to the effect of gender, it showed that there is no significant difference between the two groups. The recent study focusing on compliment and compliment response in virtual environment and having similarities is study carried by Rifana (2017) who revealed that compliment on skill/ability in Instagram photo comment are mostly by the use of minimal syntactic pattern and realized by the use of adjective rather verbs. However, there are differences in focused object which may create different result.

Recently, compliment and CRs in new virtual context has been gaining some interests. Among the works available is research done by Placencia & Lower (2013), who observed complimenting behavior directed at members of one Facebook (FB) network of family and friends in the United States. What is meant by complimenting behavior here is that they tried to find out the preliminary characterization of American English compliment

related to form of compliments, object of compliment and the function of compliments. Moreover, they wanted to explore whether complimenting behavior in FB are similar to what occurred in face-to-face interactions or not. Ten females' FB accounts, selected from first author's FB friend list, were observed in order to collect the corpus. While they only took 10 accounts to be observed, however practically their research involving 722 FB's user as those 10 photos obtained 1057 compliments and 1346 "Likes". Therefore, in their research, they also offered a way to select a corpus for analysis in online environment.

As the result, concerning to the form of compliments, they discovered that compliments in FB are also generally formulaic similar to compliments forms in face-to-face interaction observed by Manes and Wolfson in 1981. Related to the topic of compliments, compliments in FB also resemble the topics of compliments found in face-to-face communication that is fall under the category of appearance, ability and possession. However, under appearance in the corpus they examined, children were figured as prominently as friends' appearance. In addition, they figured out that females tended to give compliments than male did. The last they highlighted that in FB, complimenting more likely has contact and rapport-building function. Besides it also functioned as reminder of someone's existence and presence. They also classified "Like" as one of the compliments. Thus, to sum it up, they conclude that complimenting behavior in FB more likely the same in some ways as compliments in face-to-face but also different. The differences

recognized to be mainly related to the medium of interaction and the affordances (and restrictions) of the technology.

Another research in the same platform, FB, was conducted by Choironi (2013), who unlike the latter who examine the compliments, she focused in examining the responses paid by the complimentee based on their gender. She elicited the data from four foreigners' FB accounts, two females and two males. In the process of analyzing the data, she divides the responses into four categories: CRs used by male for female's compliments, CRs used by male for male's compliment, CRs used by female for male's compliments, and CRs used by female for female's compliment.

The result showed that CRs type found under the category CRs used by male for male's compliments are disagreeing utterance, Informative comments, ignore and shift credit. While CRs used by male for female's compliments are disagreeing utterance, and Informative Comments. For CRs used by female for male's compliments are appreciation token, disagreeing utterance, return compliments, ignore, informative comments, shift credit, and request reassurance. The last, RCs used by female for female's compliments are appreciation token, agreeing utterance, downgrading utterance, disagreeing utterance, return compliments and informative comments. She also found out that female tends to give accepting CRs for both male and female's compliments. On the other hand, males tend to reject than females do. Further she also figured out that CRs behavior in FB is in line with Holmes's theory.

Exploring relatively the domain of online environment that is in Instagram gameplay video comments, this study is attempted to investigate not merely the single speech act of complimenting but include responses to compliment, as Cohen (1998) asserts that compliment and compliment responses is a set of communicative acts (cited in Ishihara, 2003). This study is going to find out how Instagramers give compliment in term of the form compliment they produce. In addition, the researcher also explores the types of compliment responses paid by the complimentee. Furthermore, the researcher also interested in observing whether the practice of complimenting in virtual interaction resembles the one occurred in face-to-face interaction.

H. Research Method

This section covers research design, research instrument, data and data source, data collection, and data analysis.

1. Research Design

The method to the research is qualitative since the goals of this research is gain insight, that is exploring the depth, richness, and complexity inherent in the phenomenon (Cresswell, 2007) in terms of complementing and responding occurred in social networking sites, that is Instagram. In this research, the researcher follows the process of doing this research without including any intervention inside. The researcher completely depends on the observation which naturally occurs. Therefore, the result of the research cannot be predicted by the researcher before doing the research.

In order to describe all things happened in the process of the research without any reduction the researcher uses descriptive qualitative. As stated Shabani and Zeinali (2015) that compliment is one type of speech act which is subsumed under the category of positive politeness. Thus, the researcher descriptively describes the way complimenter and complimentee give compliments and respond to it by using pragmatic approach as well as speech act is one of major area within the realm of pragmatic.

2. Research Instrument

The main instrument for the data collection and analysis in this study is the researcher himself. The researcher spends a large amount of time to observe and analyze data of Cs and CRs in Instagram gameplay video comments. Moreover, this study does not involve the informant or respondents.

3. Data and Data Resources

The data that are analyzed in this study are in the form of word, word phrase and sentence containing compliments and compliment responses which is related to the topic of appearance. While the main source of the data is Instagram gameplay video comments that is taken from four selected Instagram accounts, in which their positions as the ones who are expected to receive compliments (complimentee). The data obtained from video comments are uploaded during 2019. Additionally, related to

theoretical matters, the data also obtained from books, e-books, international journals, dictionary and articles.

4. Data Collection

In order to investigate the compliments and compliment responses on Instagram gameplay comments, several steps are done. The first step is the researcher login into his Instagram account and searches for Instagram accounts that post the gameplay video of videogame of their works based on their respective appearances. Secondly, the selected videos, along with the captions, any comments and compliments accompanying the video, are screen captured and then recorded in a database in order to ease the researcher when it comes to analyze the data. The name of both complimenter and complimentee are also recorded in order to gain an idea of how many different people engage in complimenting sequence.

The next step, the researcher classifies each word, word phrase or sentence whether it belongs to compliments or compliment responses. The last, the step of coding and reducing the data is carried out. In this step the researcher marks the selected compliments based on Wolfson and Manes theory (1986). Each word, word phrase or sentence found is highlighted according to his classification of compliments response types. At the same time, the similar data are eliminated so that there is no repetition of data.

5. Data Analysis

In attempt to answer the problems o this study, some steps are done. To begin with, the researcher identifies the form of compliments as well as what verbs and adjectives are used by complimenter in issuing compliment in his/her comments that showing positive evaluation. The following step, the researcher begins to do discussion about the form of compliments marked by the used verbs and adjectives found in the compliments are anchored in Wolfson and Manes's theory (1981). Those two former steps are conducted to answer the first problem of the study. While to answer the second problem of study, the next step is that the researcher identifies the types of compliment responses according to Herbet's classification of compliment responses (1986). After that, the researcher explains about the types of CRs. Finally, the last step is drawing conclusion as the result of both analyses, so that the researcher could answer the problem of the study.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter reviews the underlying theories of the study. Those are: speech act, compliments, compliment responses, and Instagram as social networking sites.

A. Speech Act

In our daily communication, unconsciously we often say something in which our utterances, actually, can create an action. For instance, when we say I'll be there at seven, we actually not merely speaking but actually we perform the speech act of promising. Yule (2010) identifies speech act as “the action performed by the speaker with an utterance.”

Speech act theory originated from the works of the Oxford philosopher of ordinary language John Langsaw Austin (1911-1960). According to Austin (1962, cited in Bublitz, 2011) there are three simultaneous acts occur when we say something namely locutionary, illocutionary and perlocutionary.

Firstly, locutionary is the basic act of utterance or producing a meaningful linguistic expression (act of saying). It refers to what is said. For example, the utterance “Would you close the door, please” the locutionary is the speaker asking the hearer to close the door.

Secondly, Illocutionary act is described as an intended meaning of the speaker or what is speaker expect to do by the hearer. Thirdly, perlocutionary is the respond of the hearer toward the speaker's utterance. When speaker say

“Would you close the door?” then the perlocutionary act is the hearer will close the door.

Moreover, Searle (1976) argues that the speech act coincides with the illocutionary act. Therefore, he classifies the illocutionary into five categories called as “five basic categories of illocutionary acts”. Those are: assertives, directives, commissives, expressive, and declaration.

The first is *Assertives*. It refers to statement or expression represents a state of affairs or commits the speaker to the truth of an expressed proposition. For instance, “*I never said you were.*” Hence, the kinds of this category such as suggesting, putting forward, swearing, boasting, concluding etc.

Secondly is *Directives*. It is the term used for the illocutionary point in this category is that the speaker attempts to get the hearer do something such as “*Give me a cup of coffee.*”. This kind of category are asking, ordering, commanding, requesting, begging, pleading, praying, inviting, and also advising.

The following category is *Commissives*. The point of commissives is that the speaker commits to something or some future course of action. For example: *I can help you at 3.00 p.m.* Therefore, the kind of this class is promising, planning, vowing, betting, and opposing.

The next is *Expressive*. The illocutionary point of this classification is to express the psychological state specified in the sincerity condition about a state of affairs specified in the propositional content. For example:

“*Congratulation on winning the race.*” Thus, this category including thanking, congratulating, complimenting, condoling, deploring, apologizing and welcoming. The last is *Declarations*. These types of illocutionary act bring about changes in an institutional state of affairs or in reality.

Therefore, in a nutshell speech act is any utterance which can create action. When speech act is performed, interlocutor actually performs three acts that are called: locutionary (the utterance), illocutionary (intended meaning) and perlocutionary (hearer action). Besides the three acts proposed by Austin, Searle (1976) provides classification of illocutionary acts as he believes that speech act is related closely to the illocutionary act. The classifications are: assertives, directives, commissive, assertive and declarative.

B. Compliments

Compliment is universally a common practice which often describes as the expression of adoring, praising, or admiring toward someone or something. According to Holmes (1988: 485) compliment is “a speech act which explicitly or implicitly attributes credit to someone other than speaker, usually the person addressed, for some ‘good’ (possession, characteristic, skill, etc.) which is positively valued by the speaker and the hearer” (cited in Holmes, 1995). Thus, she states that one function of compliment is to express positive evaluation, admiration, appreciation or praise.

Although compliments are classified as one type of speech act, it also subsumed under the category of positive politeness. In relation with the

positive politeness, Brown and Levinson (1987) posited that complimenting conveys agreement, approval, and a sense that the complimenter and complimentee may share similar view (cited in Choironi 2013). Therefore, one major function of compliment according to Wolfson (1983: 89) is “to create or maintain solidarity between interlocutors” by expressing admiration or approval (cited in Han, 1992).

Moreover, compliment also used to reinforce desired behavior, strengthen or replace other speech acts such as apologies, thanking, and greetings, soften criticism, and to open a conversation. On the other hand, Holmes (1995) argues that compliments, in some contexts, also may be experienced negatively as face threatening acts for the complimentee. As Brown and Levinson (1987: 66) affirm when “the compliment implies that the complimenter envies the addressee in some way, or would like something belonging to the addressee,” it can be regarded as face threatening act (cited in Holmes, 1995).

Regarding to the topic of compliment, in the study on American context done by Wolfson & Manes (1981) as well as the study carried out by Holmes (1986) in her New Zealand context, it revealed that the main topic of compliments generally falls into three categories. They are compliment on appearance, compliment on skills/ abilities and compliment on possessions.

First, compliments on appearance are usually about the appearance of the addressee, such as the clothes and the hair of the addressee. Compliments

on someone's appearance are the most common type of compliments, for example, "*Your blouse looks beautiful!!*"

Second, compliment on skill/ abilities is a compliment given as the quality of something produced through the addressee's skill or effort like a well-done job, a skillfully played game, a good meal, etc, for example, "*That's a very nice cake you made!*" The third category is compliment on possessions. For example, "*I really love your car!*" In addition, compliment topics reflect what is culturally considered in particular society.

To sum it up, compliments are expression of positive evaluation which commonly occurs in everyday communication. A compliment can be used to open a conversation as well as to smooth conversational interaction by establishing solidarity between the interactants. People often compliment other related to their look (appearance), ability (skill), or possession.

1. The form of compliments

Concerning the form of compliment, the first extensive study is carried out by Manes and Wolfson (1981). They examined middle class American in their everyday interaction in order to uncover their complimenting behavior. One of the noticeable results, they identified was that the compliments are generally formulaic in both syntactic and semantics pattern. Therefore, Manes and Wolfson (1981: 120-121) classify the compliments into nine patterns (cited in Ishihara, 2003: 64-65):

1. NP {is, looks} (really) ADJ. (Your blouse is beautiful.)

2. I (really) {like, love} NP. (I like your car.)
3. PRO is (really) (a) (ADJ) NP. (That's a nice wall hanging.)
4. You V (a) (really) ADJ NP. (You did a good job.)
5. You V (NP) (really) ADV. (You really handled that situation well.)
6. You have (a) ADJ NP! (You have such beautiful hair!)
7. What (a) (ADJ) NP! (What a lovely baby you have!)
8. ADJ (NP)! (Nice game!)
9. Isn't NP ADJ? (Isn't your ring beautiful?)

In the pattern above 'is' represents to be; 'love' and 'like' represents any verb of liking such as *enjoy*, *admire* etc; ADJ represents any semantically positive adjective; and 'really' represents any boosting intensifier such as *really*, *very*, *so* etc.

Regarding to the mostly used pattern, pattern 1, 2, and 3 are mostly used. They also noted that those formulations are generally realized by the use particular verbs and adjectives. More than two-thirds of the adjectival compliments use five adjectives: *nice*, *good*, *beautiful*, *pretty*, and *great*. While the verbs used more frequently are *like* and *love*. They asserted that knowing the form of compliment is important since interactants may come from different cultural background. Thus formulas-like compliments will help accelerating interactants understanding in interaction.

In conclusion, based on Manes and Wolfson's work in 1981, compliments are formulaic both in their form and meaning. In regard to

the form compliments are mostly realized in nine formulaic patterns. With respect to the meaning, compliments are mainly realized in verbs (like and love) and adjectives (nice, good, beautiful, pretty, and great). Therefore, in this study, in analyzing the compliment the researcher bases her analysis framework based on Manes and Wolfson's (1981) classification of compliment forms.

C. Compliment Responses

Compliment responses can be said as the predictable action performed by complementee after being complemented as Huth (2006) called them as "part of adjacency pair compliment-compliment response" (as cited in Valkova, 2013). Herbert (1990) defines compliment responses as utterances that are used to respond another utterance that refers to something which is positively valued by participants and attributed to addressee.

The pioneer study examining compliment responses from pragmatic perspective can be traced back to the works of Pomerantz in 1978. She found out that American in responding to the compliments face dilemma whether they have to agree with the speaker while at the same time they have to avoid self-praise. She then came up with the three strategies to overcome this responding compliment dilemma. Those are: acceptance, rejection and self-praise avoidance.

More than a decade later, Herbert's (1986, cited in Falasi, 2007) collected more than a thousand samples of compliment responses from American college students in a three-year period project. He then came up

with a three-category, twelve-type taxonomy of compliment responses. The classification and the examples are shown in the table below:

Table 1. Herbert's Taxonomy of Compliment responses (Herbert 1986: 79, cited in Falasi, 2007: 32-33)

Response types	Example
<p>A. Agreement</p> <p>I. Acceptances</p> <ol style="list-style-type: none"> 1. Appreciation Token 2. Comment Acceptance 3. Praise Upgrade <p>II. Comment History</p> <p>III. Transfers</p> <ol style="list-style-type: none"> 1. Reassignment 2. Return 	<p>Thanks; Thank you; (smile)</p> <p>Thanks; it's my favorite too.</p> <p>Really brings out the blue in my eyes, doesn't it?</p> <p>I bought it for the trip to Arizona</p> <p>My brother gave it to me</p> <p>So's yours.</p>
<p>B. Nonagreement</p> <p>I. Scale Down</p> <p>II. Question</p> <p>III. Nonacceptances</p> <ol style="list-style-type: none"> 1. Disagreement 2. Qualification <p>IV. No Acknowledgement/Ignore</p>	<p>It's really quite old</p> <p>Do you really think so?</p> <p>I hate it.</p>

	It's alright, but Len's is nicer. (silence)
C. Other Interpretations I. Request	You wanna borrow this one too?

1. Appreciation Token

This category conveys the meaning of acceptance of the compliment whether it is verbal or nonverbal. The addressee answers by using a gesture such as nodding head or saying “*thank you*”, for example, “*Thanks*”, “*Thank you*”, [nod].

2. Comment Acceptance

In this category, the addressee accepts the complimentary force and offers a relevant comment on the appreciated topic, for example, “*Yeah, it's my favorite too.*”

3. Praise Upgrade

The addressee accepts the compliments and asserts that the compliment force is insufficient, for example, “*Really brings out the blue in my eyes, doesn't it?*”

4. Comment History

The addressee offers a comment (or series of comments) on the object complimented, but the compliment is shifted the force of the compliment from the addressee, for example: “*I bought it for the trip to Arizona*”

5. Reassignment

In this type, the addressee agrees with the compliment assertion, but the complimentary force is transferred to some third person or to the object itself, for example, *“My brother gave it to me”*, *“It really knitted itself”*

6. Return

In this type, the compliment is shifted (or returned) to the first speaker, for example, *“So ‘s yours”*

7. Scale Down

The addressee disagrees with the complimentary force, pointing to some flaw in the object or claiming that the praise is over stated, for example: *“It’s really quite old”*

8. Questioning

The addressee questions the sincerity or the appropriateness of the compliment, for example, *“Do you really like them?”*

9. Disagreement

The addressee asserts that the object complimented is not worthy of praise, the first speaker’s assertion is error, for example:

a. *“You look good and healthy”*

b. *“I feel fat”*

10. Qualification

This type is weaker than disagreement. The addressee merely qualifies the original assertion, such as, but, well, though, and the use of

than in order to show degree of comparison, for example, *“It’s all right, but len’s is nicer”*

11. No Acknowledgement/ Ignore

The addressee gives no indication of having heard the compliment: the addressee either responds with an irrelevant comment or gives no response. Addressee can shift topic or keep quiet, for example:

a. *“You did a good job!”*

b. [No response]

12. Request Interpretation

The addressee, consciously or not, interprets the compliments as a request rather than a simple compliment, for example, *“You wanna borrow this one too?”* (Tiono & Nova, 2007: 79-80).

In summary, we could say that compliment response is the way complimentees react toward the compliment directed to them. In responding the compliments, people react differently. Therefore, several researchers came up with the taxonomy of compliment responses. One of them is Herbert (1986) who classifies compliment response strategies into three major categories which are divided into twelve sub categories. The present study, will explore Herbert’s taxonomy of compliment response (1986) in analyzing the compliment response strategies produced by the user of Instagram in online context.

1. Online Game

The word “online game” consists of two words, online and game. At very basic situation the term “online” can be referred to any activity that is taking place via use of the Internet. While the word “game”, referring to the Oxford dictionaries (2012) is defined as an activity or pastime that generates amusement. As an amusement, online game generates activity that is played over some form of connection or computer network. Online game in this context may have the same meaning with social game in which it is played by involving players around the world through internet network. It usually used through console, personal computer, tablet and smartphone. Online game, in this context, is categorized in compliment based on skill/ability that might have particular characterizations.

2. Instagram as a Social Networking Sites (SNSs)

Instagram is online mobile photo and video sharing as well as social networking service that enable the users to take photos and videos, and share them on a variety of social networking platforms (Frommer, 2010), such as Facebook, Twitter, Tumblr, and Flickr. This application is also equipped with other features such as Direct Message (DM), in which the user will be able to share their photo or videos only with people they want to share with, and photo/video filters.

Released in October 6, 2010, Instagram is created by Kevin Systrom and Mike Krieger. Ever since it is made into public, the

popularity of Instagram has increased, mainly for the last two years. According to the survey of Global Web Index Summary in January 2016, Instagram has grown to be one of world's most popular social networking sites (SNSs) which is actively used after Facebook, Twitter, and Youtube.

Instagram's growing popularity has been made possible cannot be detached from the developments of technologies. Not to mention the growing connection of internet that become fast, reliable, and widely accessible for the past 10-15 years (Placencia & Lowel, 2013). Therefore, many users have consistent access of Instagram. This indirectly shows that in today's world people are continually finding and adapting into new ways of communicating, in this case virtual communication (Greenhow & Robelia, 2009)

Like other SNSs which connect people, Instagramers will also able to connect with another Instagramers by 'follow' their account and they can use their list of connections to connect with other Instagramers. As Boyd and Ellison (2008, cited in Placencia and Lowel, 2013) state the basic function of SNSs is to connect people through some point in common. Instagramers usually use particular hashtag to find their interest of related photos and videos. In Instagram people can interact through photo/video comments and direct message. The difference is that in video comment, their interaction is visible to other Instagramers to see, unless they make their account

private. While in direct message, Instagramers are able to interact with specific user they want to chat with.

Thus, Instagram as means to explore the way language is deployed in SNSs is worth to explore since it enables the user to interact in such way that “more resemble” face-to-face interaction by the use of those textual deformation.



CHAPTER III

FINDINGS AND DISCUSSION

This chapter provides findings and discussion to investigate compliments and compliment responses done by Instagramers. To analyze the compliments performed by Instagramers, Manes and Wolfson (1981) theory is used. While Herbert's taxonomy of compliment responses (1986) is applied to identify the type of its compliment responses.

A. Findings

1. V1



The first video was taken from an Instagram account @pubgmobile_panda. This account contains video footage from the PUBG Mobile game player with the username "Panda". In the arena of PUBG Mobile, the name Panda is very closely attached to the game with a fast tempo and precise control. In the video, Panda sprays enemy vehicles with extreme precision. Spray is a term where the player makes a continuous shot using the automatic mode on the weapon he uses. One of the things that makes the spray that Panda does interesting is that it is able

to control the vibrations or recoil of the weapon that it uses so that the spray does remain directed to the right target.

In the uploaded video recording above, Panda also added a caption "*He came back for more (emoticons)*". The caption illustrates that the spray that Panda has just done is easy for him. The caption illustrates that the spray that Panda has just done is easy for him. The following is an analysis of some of the comments taken from Panda's PUBG Mobile game footage above:

Datum 1

C1 : *Your spray is just op*

CR1 : *@instagramer2 thanks (emoticon)*

Based on the theories from Manes and Wolfson, comments or C1 in datum 1 above can be categorized as compliment on ability. This is because the complimenter provides comments containing an adjective form that has a positive connotation, namely "OP". The term OP in the game world is an acronym for overpowering. This term is used to refer to characters or other aspects of a game that have above average abilities and tend to be too strong. In this case, the complimenter gives flattery by saying overpowering by referring to the complimentee's great ability to spray. The syntactic pattern of C1 is as follows:

Your spray is just op (overpowering)

NP to be int ADJ

Pattern 1

As for the response, the complimentee gives a response in the form of appreciation token (according to Herbert's Taxonomy) by answering the comment given by the complimenter using the phrase *"Thanks"*. Complimentee also added emoticons as a form of support for the award given. In the digital world in general, and social media in particular, the use of emoticons is becoming more plural as a medium of expression from each user to interact.

2. V2



The second video comes from the same video game, PUBG Mobile, but with different players and accounts. The second Instagram account that will be used in this analysis is helix_pubg. Not much different from Panda, the helix_pubg Instagram account is also full of video footage in the PUBG mobile game. In the following video, the helix_pubg account posts a video of him facing the enemy with a knock and push strategy. Knock is a term used when a player is disabled. While push means the player is ready to go forward and attack opponents quickly and in a measurable manner.

One of the things that makes the video reap a lot of complimentary is because Helix is able to do the Knock and Push strategy well, neatly, quickly, and precisely. Not many are able to do this strategy like that done by Helix due to various factors. What is clear, Helix has the ability or skill above average when showing how to execute the Knock and Push strategy. To make it clearer, Helix also added information in its caption "*Knock and Push!*" and "*I DON'T SPEED UP MY VIDEOS*". The following is an analysis regarding compliments and compliments response taken from the video comments.

Datum 2

C2 : *Show us please the way you use your phone to play! You're so amazing (emoticon)*

CR2 : *@pipioflove thanks man, I will (emoticon)*

In C2, the complimenter opens the compliment sentence by asking the complementee to show how to play. This is the prefix before the complimenter gives its praise in the second clause. Next, the complimenter continues his sentence with one direct compliment, "*You're so amazing (emoticon)*". The compliment syntactic pattern used goes into one of the most common syntactic patterns, with the positif adjective ending. The existence of "so" as an intensifier reinforces the value of the compliment. The addition of emoticons at the end of the sentence also makes the compliment given by the complimenter stronger. For more details, here is the syntactic pattern contained in the video comment above (C2).

You're so amazing (emoticon)

NP(PRO)+to be int ADJ

Pattern 1

In response to the compliment given, the complimentee says "Thanks man" as CR2 which means automatically entering CR2 in the form of appreciation token and comment acceptance. Furthermore, complimentee also adds the sentence "I will (emoticon)" which states its ability to accept requests from the complimenter in C2. This is also a form of acceptance of the complimentee for the compliment delivered.

Datum 3

C3 : *Hi bro u so lovely and fast!*

CR3 : *@vaideshshankar thank you (emoticon)*

In C3, the complimenter starts compliment by greeting the complimentee using the phrase "Hi bro". This is very natural in starting a relationship because the function sentence "Hi" is traditionally used as an interjection and also as a greeting. Next, the compliment in C3 is in the sentence uttered by the complimenter, "*u (you) so lovely and fast!*". This sentence is classified into a compliment because it means admiring and praising the complimentee's skills and abilities. The presence of the intensifier in the compliment also made a compliment pattern in accordance with the pattern proposed by Manes and Wolfson. The details regarding the compliment syntactic patterns above are as follows:

U (you+are) so lovely and fast!

NP(PRO)+to be int ADJ CONJ ADJ

Pattern 1

For responses given by complimentee is a direct response by saying "Thank you (emoticon)". The response or CR3 is then also categorized into appreciation token type. That is because complimentee did not widen the issue of discussion at all and also did not oppose the compliment that was given.

Datum 4

C4 : *Hmm.. 100% I like your skill (emoticon)*

CR4 : *@_fdvid.xley thank you (emoticon)*

C4 can also be categorized into compliment because it has fulfilled several conditions. The first requirement is that the compliment already meets the syntactic pattern which is in accordance with one of the compliment patterns based on Manes and Wolfson's theory. The second requirement is the existence of a verb that is part of the verb of liking, which is "like". Thus, the compliment also indirectly has the same meaning as parts of other verb of liking such as admire, love, and adore. To see the compliment syntactic pattern above more clearly, here is the syntactic pattern based on the analysis of the researcher:

I like your skill (emoticon)

PRO V NP Pattern 2

In CR4 as a response to C4, the complimentee gives a response in the form of an appreciation token directly. Complimentee replies by commenting *"Thank you (emoticon)"*. In this case, the position of the emoticon will replace the complimentee expression in the real world.

Datum 5

C5 : *(emoticon) Good work*

CR5 : *@felcli_pubg thanks (emoticon)*

C5 is categorized as compliment for skills and abilities because the complimenter admires the abilities possessed by the complimentee. C5 also corresponds to one of the syntactic patterns for compliment, that is the existence of positive meaningful adjective combinations with nouns that form noun phrases.

Good work

ADJ (NP)

Pattern 8

To answer C5, the complimentee replies to comments in the form of a simple and direct sentence that is *"Thanks (emoticon)"*. This comment then becomes CR5 with the appreciation token category because the comment shows that the complimentee receives compliment from the complimenter.

Datum 6

C6 : *Legends never die (emoticon)*

CR6 : *@yxngboyedwin thanks man (emoticon)*

Different from some previous compliments, the compliment in C6 is delivered through a very famous quote from the film *The Snandlot* (1993) by the character Art LaFleur aka The Babe. The quote reads "*Legends never die*". The quote, especially in the word "Legends", has a positive meaning that makes C6 included in the form of compliment. The complimenter compares the abilities or skills possessed by the complimentee to the abilities of a legend. This means that the capabilities possessed by complimentees are above the average capabilities of other PUBG Mobile players. However, C6 does not fulfill any of the compliment syntactic patterns as proposed by Manes and Wolfson. Following is the syntactic pattern of C6:

Legends	never	die
Noun	ADV	V
Pattern 0		

Then for CR6, complimentee gives a direct response by replying to comments using a simple sentence, "Thanks man". Thus, CR6 is included in the token appreciation category. CR6 does not fall into the category of comment acceptance because complimentee does not provide other topics that support the acceptance of the compliment.

Datum 7

C7 : *Always push (emoticon) great wipe right here (emoticon)*

CR7 : *@rjth3gr8 thank you (emoticon)*

In C7, the complimenter does not directly compliment the skills and abilities possessed by the complimentee, but instead starts with the phrase "*Always push (emoticon)*". In this sentence, the complimenter tries to build a positive impression first by mentioning the skill of complimentee. Only then in the next sentence which is "*great wipe right here (emoticon)*", the complimenter delivers the compliment.

C7 is then categorized as compliment because the sentence structure that meets the compliment syntactic pattern, and also the existence of adjectival compliments, the word "great". In adjectival compliments, the word "great" means parallel to the other 4 words including nice, good, beautiful, and pretty. This compliment is composed by a simple structured phrase by the detailed pattern:

Great wipe

ADJ (NP)

Pattern 8

Furthermore, the response given by complimentees in CR7 is included in the appreciation token category. This is because the complimentee briefly and clearly gives a response in the form of the phrase "*Thank you (emoticon)*". There is no comment acceptance in CR7

because the complimentee does not give further response to the compliment it receives.

Datum 8

*C8 : Always op (emoticon) your fan from Malaysia (emoticon) p/s
for the next video can u use song (centuries by Fall out Boy)*

CR8 : @sky_skymin sure man, thank you! (emoticon)

In a game, there is one standard that must be grasped. Every character and various aspects in it must be balanced in terms of strength. When there is one character or one aspect that is felt to be too strong or given too much strength, it will be said to be overpowering or OP. This term later developed and is widely used in various situations in the game. The term OP can have a negative connotation if used as criticism. On the other hand, the use of the term OP is widely used as compliment which actually gives a positive meaning. The use of OP as a compliment has been found to praise the ability to play by someone in the game.

Furthermore, C8 is categorized as compliment the skill in this context, OP has the same adjectival compliment as nice, great, and three other words. In addition, the complimenter also told us that he was a fan of the complimentee. This of course becomes very significant because complimentees come to know that their fans are from various countries. Below the syntactic pattern of the compliment:

Always op (overpowering)
 ADV ADJ
 Pattern 0

In responding the comment, there are two replies. The first phrase “*sure man*” is intended to answer the last part of the comment and the second phrase “*thank you*” is intended to respond the compliment. Therefore, the compliment response in this datum is included to appreciation token.

Datum 9

C9 : *OP AF*

CR9 : *@asadur_legend thnx man*

In C9, complimenter uses the word OP which is an acronym for overpowering. As in C8, the word OP has a positive meaning and is widely used as compliment in the game world. Here is the syntactic pattern:

OP (overpowering)
 ADJ
 Pattern 0

The compliment response is the most common compliment response found, that is comment acceptance. It is proven by the words “*@asadur_legend thnx (thanks) man*”.

Datum 10

C10 : *nice work dude (emoticon)*

CR10 : *thanks (emoticon)*

C10 is included in the experiment because besides having the meaning of adjectival compliment in the word "nice", it also corresponds to the compliment syntactic pattern proposed by Manson and Wolfson. The compliment syntactic pattern above is as follows:

Nice work
NP (Adj + noun)
Pattern 8

The words "*thanks (emoticon)*" in CR10 as response indicates that the type of compliment response is appreciation token or comment acceptance.

Datum 11

C11 : *Hey man! I'm an up and coming streamer and I just wanted to say keep up the good work and continue to chase your dreams! (emoticon) Positivity Always!*

CR11 : *@cautxrized thanks man (emoticon)*

C11 provides a variety of compliment forms which are a little more complex than the previous compliments. Complimenter provides compliment in the form of support to complimentees for their good play.

C11 is categorized as compliment because it contains positive semantic load through the word "good work". The word "good" itself is one of the five adjectival compliments besides nice, beautiful, pretty, and great. Nonetheless, C11 does not conform to one of the nine compliment syntactic patterns proposed by Manes and Wolfson. For the syntactic pattern of compliment above is as follows:

keep up	the good work
V	ADJ (NP)
Pattern 0	

While the compliment is complicated, the response as in CR11 is very simple. It is shown by the words “@cautxrized thanks man (emoticon)”, of course it is categorized as appreciation token.

Datum 12

C12 : *Op as always man (emoticon)*

CR12 : *@sudeep.chow thanks (emoticon)*

Like the previous compliment form which uses the word "OP", C12 is also classified as compliment because of the word which contains the adjectival compliment meaning. Here is the pattern detailed:

Op (overpowering)	as	always
ADJ	PREP	ADV
Pattern 0		

The response of compliment is appreciation token by showing the words “*thanks*” of the sentence “@sudeep.chow thanks (emoticon)”.

Datum 13

C13 : *This is what i meant so awesome*

CR13 : @sickflick_xd thanks man

C13 is included in the compliment form because it has positive semantic load through the use of adjective "awesome". The presence of the "so" intensifier also reinforces C13 as compliment. In addition, the syntactic pattern used also corresponds to the most widely used compliment pattern in Manes and Wolfson's theories. Following is the syntactic pattern of C13:

This is what i meant so awesome
 PRO to be ADJ
 Pattern 3

Then, the response given by the complimentee in CR13 is included in the type of appreciation token. Complimentee gives a direct response with one sentence "thanks man", which means complimentee receives the compliment given. There was no further response in the form of discussion of other topics. This indicates that CR13 does not contain comment acceptance.

Datum 14

C14 : *You are so op bro (emoticon)*

CR14 : *@_x.x_sanku_x.x thanks (emoticon)*

In C14, compliment is contained in the word "OP" which means the adjectival compliment is equal to nice, great, good, etc. In addition, there are intensifiers that strengthen C14 as a form of compliment. The C14 syntactic pattern also matches the Manes and Wolfson compliment patterns. Following is the syntactic pattern:

You	are	so	op
NP (PRO)	to be	inti	ADJ
Pattern 1			

The response given complimentee in CR14 is included in the appreciation token category. Complimentee answers compliment by giving a one-sentence response "thanks".

Datum 15

C15 : *nice bro (emoticon)*

CR15 : *@dabi_pubg thank you (emoticon)*

The use of the word "nice" which is one of the five adjectival compliments, makes C15 included in the form of compliment. However, the C15 syntactic structure does not meet the compliment pattern of Manes and Wolfson. Below is the syntactic pattern:

Nice
ADJ
Pattern 0

The response given by the complimentee in CR15 falls into the appreciation token category. Complimentee succinctly gives the answer "thank you" without offering other topic choices.

Datum 16

C16 : *You are op maan (emoticon)*

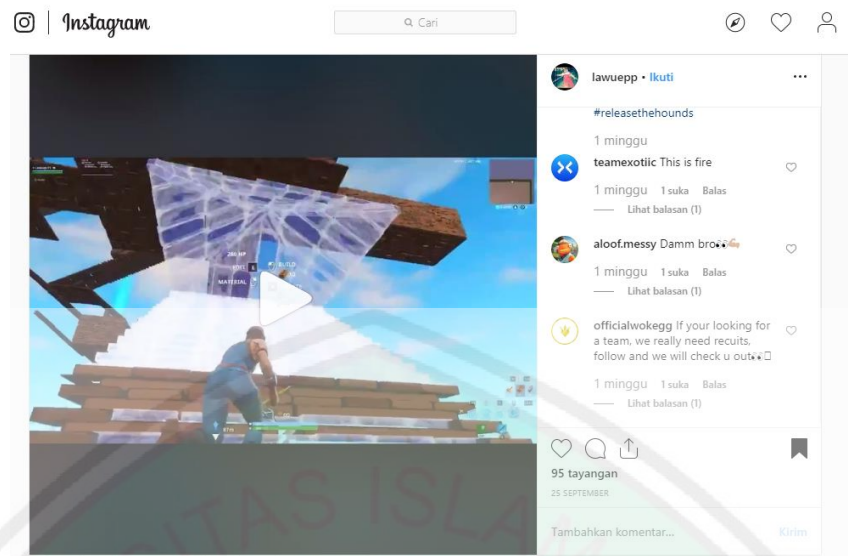
CR16 : *@original.pubg.memes thank you (emoticon)*

The use of the phrase "OP" is again found in C16. This causes C16 to be categorized as compliment because it has the same meaning as adjectival compliment. For the C16 syntactic pattern is as follows:

You are op
NP (PRO) to be ADJ
Pattern 1

Complimentee gives a "thank you" response in CR16. This automatically makes CR16 categorized in the form of appreciation token response.

3. V3



The third video is a video taken from an Instagram account with the name @lawuepp. In the video uploaded, lawuepp shows its expertise in playing a game called Fortnite, a battle royale genre game in which each player must survive to be the last. Whoever survives last, he will be the winner. @lawuepp shows his expertise in playing fortnite by highlighting the speed, accuracy, and consistency when building fortifications to face the enemy. This skill is then reaped a lot of praise in the comment column.

@lawuepp also strengthened the uploaded video by adding the caption "*Speed And Consistency Is Getting There,* ". The ability to play Fortnite owned by Lawuepp is indeed extraordinary when compared to other players. Furthermore, he also wrote a caption that showed that he was testing the keybinds or key combinations of the most appropriate keyboard in Fortnite. He wrote "*I've Been Working On New KeyBinds All Week*". Keep in mind, finding the right keybinds is not easy in Fortnite. This shows that @lawuepp has more capabilities so that it is able to find the right keybinds for it.

Datum 17

C17 : *This is fire*

CR17 : *@teamexotiic thank you! I dropped a follow*

In C17, complimenters use compliment vocabulary which is rarely found. Complimenter uses the word "fire" which literally means fire as noun. There is no clear and specific information regarding the use of the word "fire" as a compliment. But if you look at the context of the use of the sentence and the response given, the word "fire" in C17 can then be classified as a compliment. Here is the syntactic pattern of C17:

<i>This</i>	<i>is</i>	<i>fire</i>
PRO+to be		NP
Pattern 0		

CR17, as a response from complimentee is presented directly. Complimentee gives a response in the form of a simple sentence "*thank you*". This makes CR17 Categorized as appreciation tokens. In addition, complimentee also added another topic related to his response, "*I dropped a follow*" which made CR17 also classified as comment acceptance.

Datum 18

C18 : *Damn bro (emoticon)*

CR18 : *@messy.fn appreciate you (emoticon)*

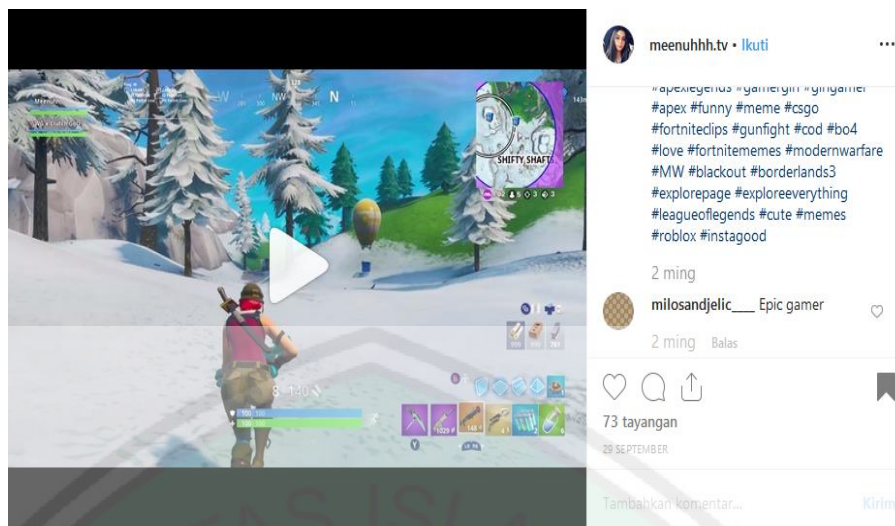
Compared to using a compliment sentence pattern and commonly used words, compliment in C18 uses one strict word, "damn". The word "damn" itself is widely used in various contexts and can function as noun, adjective, verb, and also adverb. The word "damn" has the impression of being a bit impolite and often offends people who hear or read it. As they are used, the word "damn" becomes more flexible.

In the social media environment, the word "damn" is widely used to express the word admiration, and surprise. In this context, the complimenter uses the word "damn" to show his admiration for the skills possessed by the complimenter. However, C18 does not meet the compliment syntactic pattern proposed by Manes and Wolfson. For the syntactic pattern is as follows:

Damn bro (emoticon)
 (exclamation)
 Pattern 0

CR18 above is categorized as an appreciation token. This is because the complemantee receives compliment from the complimenter with a simple sentence in the form of "*appreciate you*". The position of the word "appreciate" in this case is the same as "thank" which is more commonly used in compliment. There is no form of comment acceptance because complimentee does not bring broader topics to the discussion.

4. V4



The fourth video was taken from the Instagram account @meenuhhh.tv. The video contains footage of the same game as the third video, which is Fortnite: Battle Royale. If in the third video the player tries to show his skill and speed in playing, then in the fourth video it is different. Instead of showing his ability, @meenuhhh.tv actually showed that he won the game. From this point it can be understood if @meenuhhh.tv has good skills so that they can win the game.

Moreover, @meenuhhh.tv also does not provide excessive visible captions. He just wrote "*Needed something to post (emojicons)*". From the caption, it appears that he seems to have a routine to upload videos of Fortnite game footage routinely. In addition, from the caption it can also be understood that @meenuhhh.tv already accustomed to winning in games. Obviously, this is something that deserves to be complimented.

Datum 19

C19 : *Epic gamer*

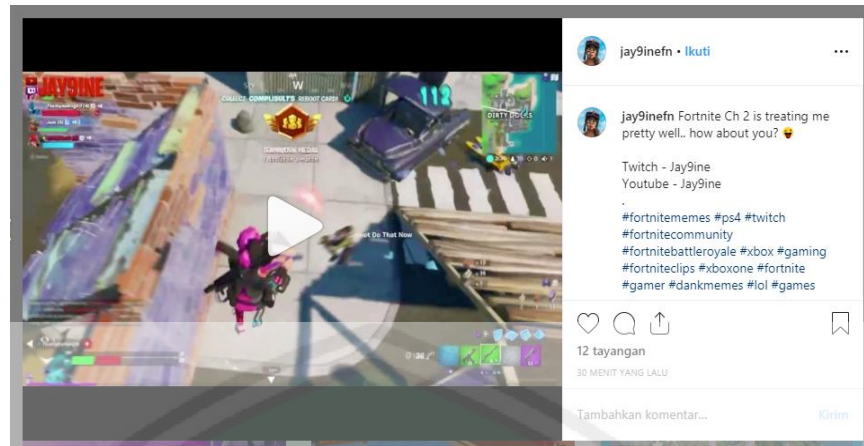
CR19 : *no response*

C19 is categorized as compliment for several reasons. The first reason is that the syntactic structure is in accordance with the compliment structure of Manes and Wolfson. Whereas the second cause is because C19 contains positive semantic load contained in the word "Epic". Complimenter gives compliments to complimentees directly, even shortening the structure of the sentence. The syntactical structure of C19 is as follows:

Epic gamer
Noun (Adj)
Pattern 8

For the response given by complimentee in CR19 is silent. Complimentee does not provide any response for compliments that have been received. In a social media environment, not answering comments can have many meanings. It is possible that the complimentee did not have time to reply to the compliment comment. But there are other possibilities such as complimentee deliberately not responding. According to Herbert's Taxonomy, when a compliment does not get any answer, then the response is categorized into the type of nonagreement - no acknowledgment. Complimentee at CR19 in Herbert's Taxonomy may not agree with the compliment given.

5. V5



Fortnite: Battle Royale is still the game played in this fifth video. Maybe because of its popularity, Fortnite is more often found on social media than other games. In the fifth video, the uploader is an account with the name @ jay9inefn. He focused on showing his skills in playing the characters in Fortnite Chapter 2. For additional information, Fortnite: Battle Royale this year received an update from the developer and changed it to Fortnite: Chapter 2.

What makes the @ jay9inefn upload video great is because he already looks proficient when playing Fortnite: Chapter 2 which is a new Games on that time. He also supports the uploaded video by adding the caption "*Fortnite Ch2 is treating me pretty well .. How about you?*". The caption illustrates the review of @ jay9inefn who began to feel comfortable and can play to the maximum even though only a few times played Fortnite: Chapter 2.

Datum 20

C20 : (emoticon) *Keep up the good work (emoticon)*

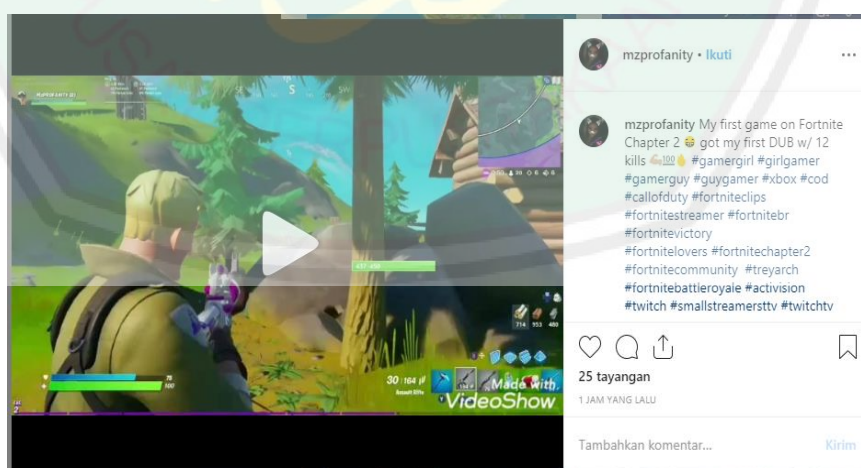
CR20 : @itzshakaz appreciate it (emoticon)

C20 is classified as compliment because it contains positive semantic load, which is the phrase "good work". Compliment is given in the form of support for work or something done by complementee, i.e. uploading good video footage of the games to Instagram. This implies that the complimenter gave compliment to the complementee. The syntactic pattern in C20 is as follows:

Keep up	the good works
V	ADJ (NP)
Pattern 0	

Next, the response given by the complementee to the CR20 is included in the appreciation token category. Complimentee doesn't expand compliment topics and only says "appreciate it (emoticon)".

6. V6



The sixth video also comes from the popular game Fortnite: Chapter 2. The video was uploaded by an Instagram account named

@mzprofanity. In the video, he shows his ability to kill all opponents in the game. He also added the caption "My first game on Fornite Chapter 2 (emoticons) got my first DUB (win) w / (with) 12 kills". From the added caption it can be seen that he is playing for the first time in Fortnie: Chapter 2. Even so, he managed to get a win, which means his ability to play very well. This will then get a compliment from other Instagram users.

Datum 21

C21 : *Gg (emoticon)*

CR21 : *@davidpalko_ty (emoticon)*

In C21, the complimenter delivers a compliment in a concise, concise, and clear manner. Complimenter wrote "*GG (emoticon)*" which is an acronym for "Good Game". The term "GG" is very often used in the world of online games to describe a good and impressive game. "GG" itself is categorized into a complimentary form, because besides containing a semantic positive load it also fulfills Manes and Wolfson's compliment syntactic patterns, namely adjective + noun (noun phrase). The syntactic pattern of C21 is as follows:

Gg (Good game)

Adjective (NP)

Pattern 8

The response given complimentee in CR21 is included in the appreciation token. The reason, complimentee immediately answered compliment with the sentence "TY" which is an acronym for thank you.

Datum 22

C22 : Good shooting, nicely done (emoticon)

CR22 : no response

C22 is also classified as compliment. The compliment is in the "good shooting" phrase. The complimenter focus gives compliment to the complimentee's ability to shoot down its opponents. Furthermore, there are two reasons why these comments are included in the form of compliment. Besides having a positive semantic load, both of them also meet the compliment syntactic pattern. For more details, please refer to the syntactic patterns of the two sentences below:

Good shooting

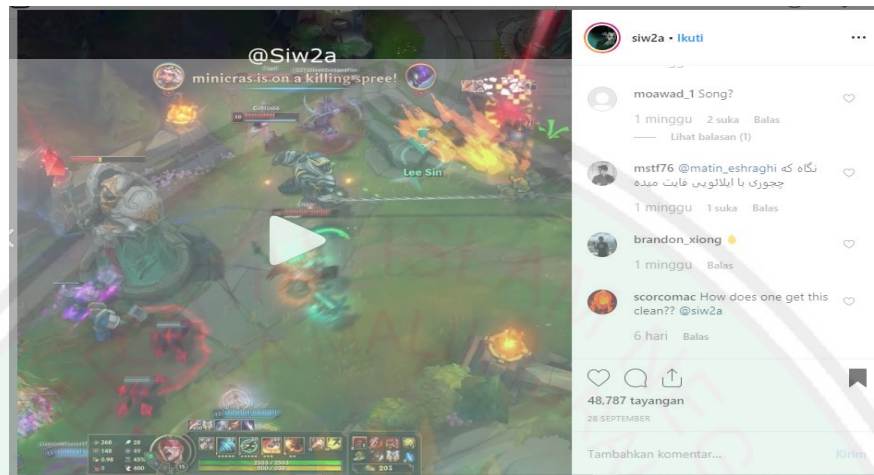
ADJ (NP)

Pattern 8

Unlike C21 which gets a compliant response, C22 does not get any response from complimentee. If you look at Herbert's Taxonomy, the absence of a response to compliment can be categorized as a nonagreement or ignore form. But if you see that interaction in the digital world of social media is very diverse, then there are several possibilities

why C22 does not get a response. The most likely possibility is that the complimentee is not aware of the comment.

7. V7



In the seventh video, the game shown is League of Legend. This game is a game with the MMORPG (Massive Multiplayer Online Role Play Game) genre. This type of game requires 5 players in a team against 5 opposing team players. Each player has a role in the team. There is a role to defend, attack, and support the attack.

@siw2a, the account that uploaded the video shows its ability to crush players from the opposing team. He gets "killingspree" which means he has defeated 4 opposing players at once. Of course, this requires a good ability to play. @siw2a managed to combine defense and attack techniques very well.

Datum 23

C23 : *why the fuck r u so good (emoticon)*

CR23 : @ice_bear.oo thank you bro (emoticon)

C23 is a little more different than the previous compliments. In C23 the compliment is delivered in the form of questions containing admiration. The complimenter wrote the comment "*why the fuck are u so good (emoticon)*". In the commentary there is a word that contains admiration, "good" which belongs to one of the five adjectival compliments. Whereas the syntactic structure is as follows:

why	the fuck	r (are)	u (you)	so	good
Why		to be	NP(PRO)	Int	ADJ
Pattern 0					

Whereas the response given in CR23 is a compliment response in the form of appreciation tokens. Complementee replies to comments by saying "*Thank you Bro (emoticon)*" without giving any other comments.

Datum 24

C24 : *I see a Legend (emoticon)*

CR24 : @benkayali ayyyyyyy (emoticon)

In C24, compliment can be seen from the use of the word "legend". The legend in the compliment sentence above has a meaning similar to expert, master, and skillful. In the game world, such compliments are commonly found to show admiration for good play. Then the syntactic structure is as follows:

I see a Legend (emoticon)

Pro V Det (NP)

Pattern 0

The response given by the complementee in CR24 is the response that is included in the agreement and appreciate token classification. There was no rejection from the complementee because he said "ayyyyyy (emoticon)" which meant to approve the compliment delivered by the complementer.

Datum 25

C25 : *The god*

CR25 : @josealejandro.1511 Thanks (emoticon)

The term "The God" in the game world is often associated with highly skilled players. This term is very commonly used and can be understood as a form of admiration for one's play. In C25, compliment is found in the sentence "*The god*" which is directly expressed by the complimenter. In this context, the phrase "The god" has the same meaning as great, good, and amazing. The syntactic pattern of the sentence is as follows:

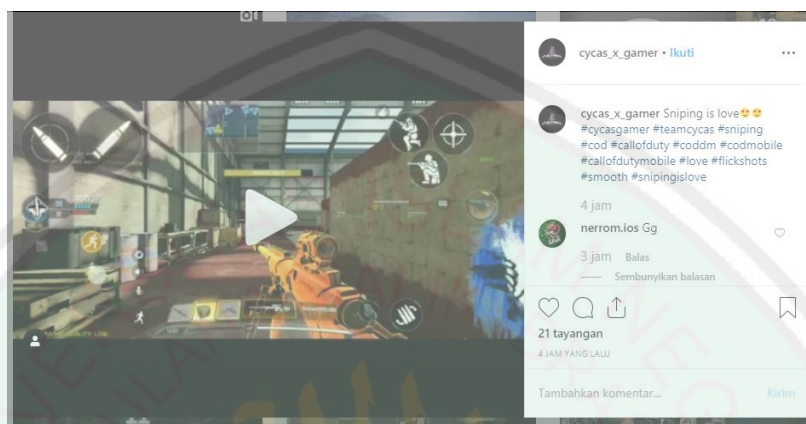
The god

N

Pattern 0

The response given by the complimentee falls into the appreciation token category. Complimentee directly says "Thank (emoticon)" which is accompanied by emoticons as a form of support for CR25.

8. V8



Datum 26

C26 : Gg

CR26 : @nerrom.ios thanks (emoticon)

Compliment in C26, the phrase "Gg (Good game)" is used again. C26 is classified as compliment because besides fulfilling the compliment syntactic pattern proposed by Manes and Wolfson, it also contains positive syntactic load in the word "good". Below is the syntactical pattern of C26:

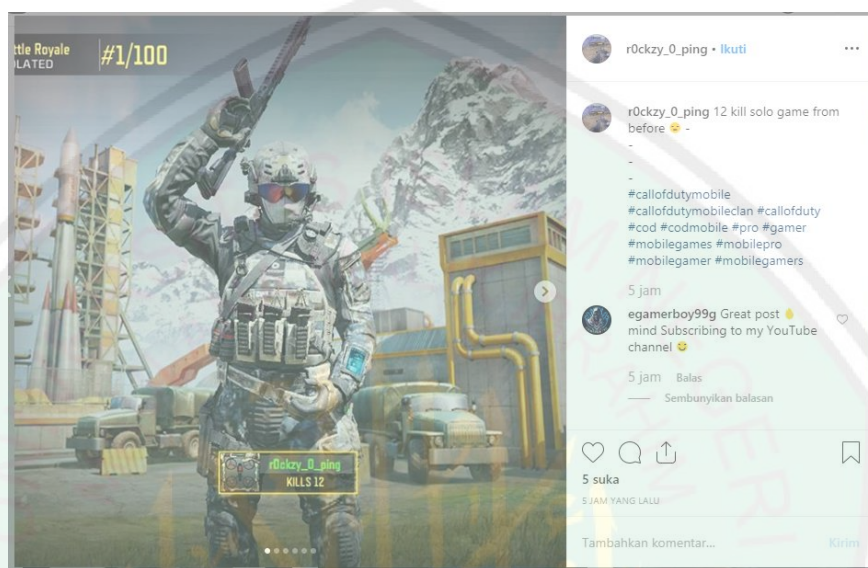
Gg (Good game)

ADJ (NP)

Pattern 8

The response given by the complimentee in CR26 is included in the form of appreciation token based on Herbert's Taxonomy. Complimentee answers compliment by saying *"thanks"* without giving another topic.

9. V9



The ninth video was taken from the account @r0ckzy_0_ping. The account often uploads video footage of the game called Call of Duty Mobile (CODM). CODM is a battle royale and multiplayer game that requires each player to defend and be the last. In each game, there are 100 players who will fight to survive. The player who survives will be the winner. In the video uploaded by @r0ckzy_0_ping, an impressive game was seen. He managed to defeat his opponents and come out as champions.

To support uploaded video footage, he also added the caption *"12 kill solo game from before (emoticon)"*. From this caption, it can be understood that he used solo mode (the other mode is team mode) when he

won the match. This is of course great because @ r0ckzy_0_ping is able to win the match alone. Apart from that, the score he got was also high, which is 12 kills in one match.

Datum 27

C27 : I saw your posts and think your game play must be good

CR27 : @__anshu.pathania.1185__ thx you

In C27, the complimenter uses the word "good" to praise the game displayed by complimentee. The word "good" itself is one of the five adjectival compliments and contains positive semantic load, so comments from the complimenter can be categorized as a compliment. The syntactic pattern of compliment sentences used is as follows:

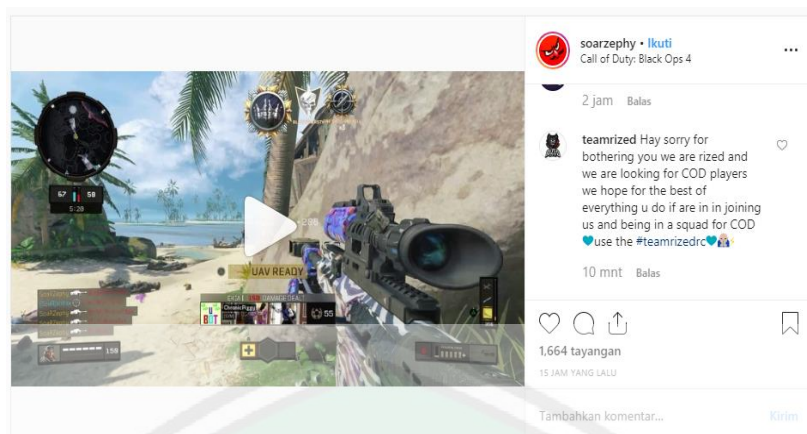
Your game play must be good

PRO NP tobe ADJ

Pattern 1

As a response, the complimentee gives an answer "thx (thank) you" which means it is included in the token appreciation category. There is no other topic discussed by complimentee in this matter.

10. V10



The tenth video was taken from the Instagram account @soarzephy who posted his video game footage in CODM. He showed his skill in using a sniper rifle to topple his enemies. One of the most amazing things in the video footage uploaded by @soarzephy is that it can hit 3 enemies at once in one shot.

Datum 28

C28 : *That collate was crazy I would've shot too early the patients*

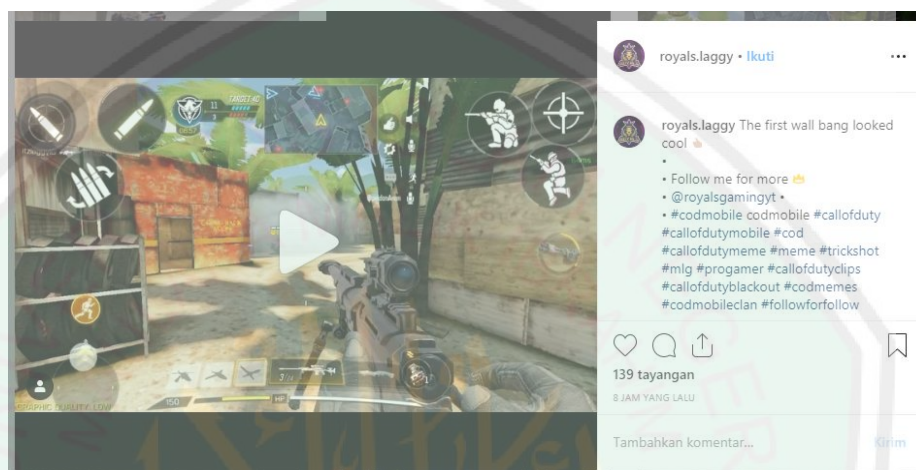
CR28 : *@zevou_ I didnt even know it was a 5os until i look back. i cant master the patience of a triple collat tho xd.*

In C28, the complimenter delivered compliment in his comment "*that collate was crazy*". The use of the word "crazy" in this context is to show admiration for the ability of complimentee. In this case, the word crazy can be equated with five adjectival compliment meaning which has a positive meaning. Below is the syntactic pattern of C28:

That collate	was	crazy
NP	to be	ADJ
Pattern 1		

The response given by complimentee in CR28 falls into the scale down category. Complimentee felt that the compliment delivered by the compliemnter was too much. Complimentee conveyed his response by conveying his difficulty in mastering the technique.

11. V11



The eleventh video was taken from the Instagram account @royals.laggy. In the video, he plays the CODM game with scenes of shooting using sniper rifle. For information, shooting using sniper rifle requires special skills. Quick concentration and reflexes are needed so that the shot is accurate and hits the opponent. @royals.laggy, in the video it looks very good at using sniper rifle. His quick reflexes and accurate shots made many people amazed.

Another thing that makes many people amazed is when @royals.laggy is able to shoot enemies who stand behind a wall. Of course, this is very rare and may only be done by professional players. To support the uploaded video, he gave the caption *"The first wall bang*

looked cool (emoticon)". This is as an emphasis that he is able to aim using a sniper rifle and can even shoot opponents who are behind the wall.

Datum 29

C29 : *excellent (emot)*

CR29 : *tk_7700_ (emot)*

To convey their admiration, the complimenter in C29 uses the word "excellent (emoticon)". In this case, excellent has a meaning parallel to the words good, great, and amazing which has a positive semantic load. For the analysis of the syntactic pattern is as follows:

Excellent
ADJ
Pattern 0

The response given by complimentee in CR29 is an emoticon "namaste", which means complimentee thanks for the compliment given. This also makes CR29 included in the compliment response, the agreement token appreciation category.

Datum 30

C30 : *Ur nice with it*

CR30 : *@royals.superior no u*

C : *@royals.laggy no*

@royals.laggy u

CR : @royals.superior don't start this (emot)

Compliment in C30 is in the sentence "*Ur (you are) nice with it*". The word "nice" in C30 shows a form of admiration for the skills possessed by the complementee. As for the syntactic pattern used are as follows:

Ur (you are)	nice	with	it
NP(PRO)+to be	ADJ	prep	object of preposition
Pattern 1			

The response given complementee in CR30 is relatively rare. Instead of saying thanks, the complementee rejects the compliment given by saying "*No, U (you)*". Compliment response is then included in the category of disagreement, which means that the complementee considers that what he did was inappropriate to reap admiration.

Then this response gave rise to a new interpretation. On one hand, complementee does not agree with the compliment given. On the other hand, the complementee actually gives the compliment back to the complimenter. There is a kind of feeling reluctant from the complementee to receive the compliment. Maybe the relationship between the two is very familiar, so giving a compliment reply is very possible.

Not only that, the complimenter, who felt that the compliment was rejected by the complementee returned to comment "*No, U*". This comment as well as a form of seriousness in giving compliment to

complimentee. However, the complimentee responds again with the comment "*Don't start this (emoticon)*" which indicates that there is a familiarity between the complimenter and complimentee.

12. V12



The twelfth video was taken from the Instagram account @mobile.gamer74 which also featured the game in Call of Duty Mobile. In the uploaded video footage, he managed to subvert several opponents without being hit. Ability that deserves appreciation and compliment. In the caption section, @mobile.gamer74 adds the phrase "*Doing a little slight work*" which means he is used to doing this good game.

Datum 31

C31 : *excellent (emot)*

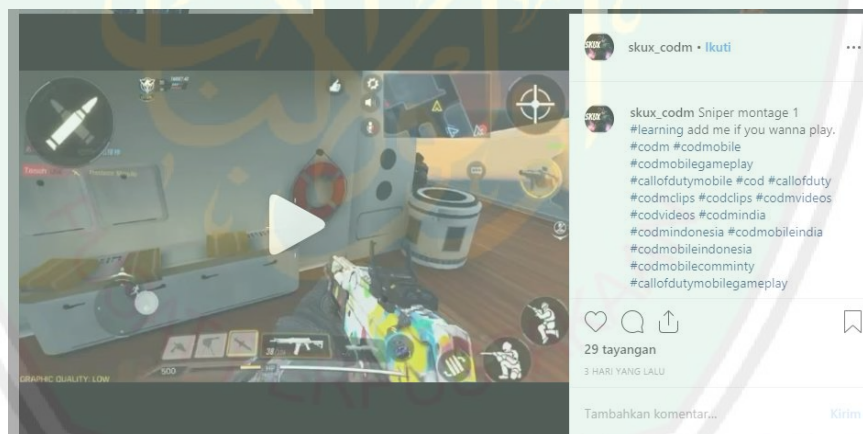
CR31 : @tk_7700_ *appreciate the love (emot)*

The complimenter in C31 provides compliment in the word "excellent" which contains positive semantic load and is parallel to the five adjectival compliment. The syntactical structure of C31 is as follows:

Excellent (emot)
ADJ
Pattern 0

The response given by complimentee in CR31 can be categorized as appreciation token, because complimentee receives compliment given by complemter. Complimentee gives a short response in the form of "*appreciate the love (emot)*".

13. V13



The thirteenth video was taken from the @Skux_codm instagram account. He uploaded video footage of his game on CODM using a sniper rifle. For information, using a sniper rifle in CODM is not easy. Reflexes and accuracy are needed. So when @Skux_codm uploads very impressive footage of the game, many compliments will be obtained. In the caption

section, he writes "*Sniper montage 1*". Sniper montage is the designation for a team of professional attackers who usually incapacitate an enemy from a distance. This confirms that @Skux_codm wants to show its ability to immobilize opponents using a sniper rifle.

Datum 32

C32 : *(emot) OP Shots (emot)*

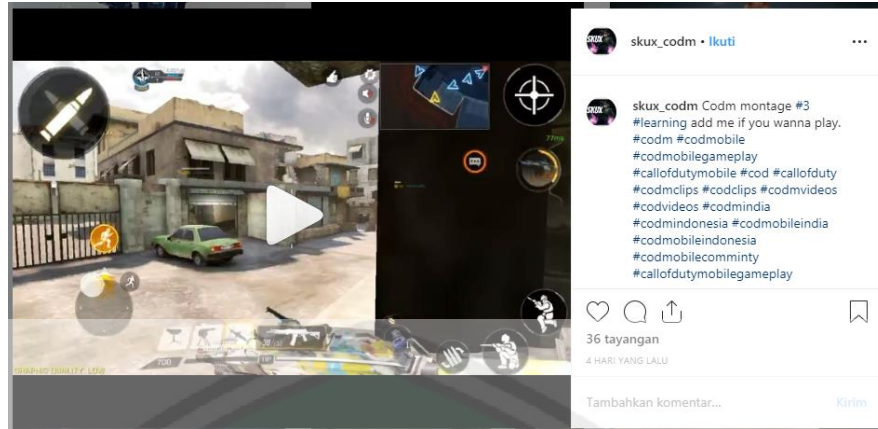
CR32 : *@the_knockout_gaming (emot) thanks, you my op teammate.*

Compliment in C32 contains the word "OP" which has the meaning of adjectival compliment. For the compliment syntactic pattern is adjective formed from noun phrase. It is also matching with the pattern proposed by Manes and Wolfson. Following is the syntactic pattern of C32:

(emot) OP Shots (emot)
ADJ (NP)
Pattern 8

Complimentee gives a response which is then categorized as appreciation token as well as return. Complimentee says "thanks" as a token of appreciation at the beginning, then continues with the phrase "you my op teammate" which is a form of return.

14. V14



The fourteenth video was taken from the same account as the previous video, which is @skux_codm. Different from the previous video, where he showed his ability to use a sniper rifle, now @skux_codm shows his expertise in using assault rifles. He showed how to incapacitate his opponents without being hit by enemy bullets significantly.

Datum 33

C33 : *You are a crack*

CR33 : *@che_7750 (emot) thanks brother*

Compliment in C33 is found in the word "crack" which means expert, skillful, master, and proficient as adjective. The word "crack" is also widely used in the game world as a form of admiration for one's playing ability. The compliment syntax pattern above is as follows:

You are a crack

NP(Pro) to be Det Noun

Pattern 0

Response to compliment given complimentee included in the appreciation token category. Complimentee answered compliment by commenting "thanks brother". There is no widening of any topic indicating another type of compliment response.

Datum 34

C34 : *Prooo*

CR34 : *@seirasux thanks(emot)*

Compliment in C4 is delivered using one word that functions as an adjective, which is "pro". Generally, when someone says "pro" in a game, then what is referred to is someone's skill in playing like a professional player. The compliment pattern is as follows:

Prooo
ADJ
Pattern 0

Complimentee gives a response which then falls into the appreciation token category. Complimentee in CR34 answers compliment by saying "thanks" without giving other topics outside of compliment.

B. Discussion

In this section, the researcher makes identification related to the findings. Theory from Manes and Wolfson (1981) is used as the basis for compliment identification. As for identification of compliment responses,

Herbert's Taxonomy will be used. To make the discussion more structured, researchers will divide it into two sessions. The first session is to answer related to compliment, and the second session is to discuss about compliment response.

1. Compliment in Instagram's Game Video

Theories from Manes and Wolfson will be used to identify the compliment in the comments section of each uploaded video game trailer on Instagram. There are two parts that will be identified in this compliment. The first part is the semantic value in the form of the discovery of verb of liking and adjectival compliment. The second part is a discussion of the compliment pattern in accordance with the theory proposed by Manes and Wolfson.

Some new phenomena found in compliment will also get a place to be discussed, such as the use of emoticons, the presence of intensifiers, and also punctuation. In the section on syntactic patterns, some compliment patterns coming out of Manes and Wolfson's theories will be highlighted.

a. Verb and Adjective in Compliment

Manes and Wolfson in their theory state that each compliment must contain one of the following two elements, verb of liking, or adjectival compliment (Wolfson & Manes, 1981). With these two standards, the findings of this study suggest that the use of adjectival compliment is far more dominant than the use of verb of liking. Even from 34 data taken, only one data

shows the use of verb of liking, namely in C4 which uses the verb "like".

Unlike the use of verb liking which gets a small portion of the findings, the use of adjectival compliment is found in almost all compliment. Adjective "good" and "OP" are the most common. There are seven data that use each of the two adjectives. The use of the word "good" as an adjectival compliment is not surprising, because it is consistent with Manes and Wolfson's theory which states that "good" is one of the most widely used adjectival compliment. Unlike the case with "OP". These findings prove that "OP" has been very commonly used in video game environments.

Moreover, there are several forms of adjectival compliment variations found besides "OP". Some adjectives found are "excellent" as in C29 and C31. Then adjective "crazy" found in C28. Some other adjectival compliment namely "pro". All of them have positive semantic load which is a compliment condition as proposed by Manes and Wolfson.

The use of intensifiers and emoticons in compliment is also commonly found. The intensifiers found are in the "so" form. This intensifier can be found in four different places, namely C3, C13, C14, and C23. No other intensifier variations were found besides that. But in some compliments, complimenter adds

characters or exclamation marks. This is like what happened in C3 in the sentence "You are so lovely and fast!". While the addition of characters can be found in C34 which is the word "prooo".

Then for emoticons, it can be found in almost all compliment data analyzed. These prove that the use of intensifier as well as emoticons for a compliment, is widely used on Instagram. This finding is in line with the results of Placencia and Lower's research which states that the use of intensifiers and emoticons is a common practice in terms of giving compliments (2011).

In summary, there are two points found in this section. The first point is that adjectival compliment is more common than verb of liking in compliment. While the second point is the use of intensifiers and emoticons as an emphasis in compliment found on social media, in this case Instagram. It is also possible, the use of intensifiers and emoticons can also be found on other social media platforms.

b. Syntactical Pattern of Instagram's Game Video Compliment

The nine compliment syntax patterns carried by Manes and Wolfson in their theory (see chapter 2), were obtained by examining compliment patterns in American English. These nine patterns still remain a reference for many researchers today

because of their relevance. However, there have been many developments in compliment patterns that have been influenced by many aspects. One of them is the transition of contacts between complimenter and complimentee through social media.

In the analyzed data set, 4 compliment patterns were found that matched Manes and Wolfson's patterns, namely patterns number 1, 2, 3, and 8. Patterns 1 and 8 appeared eight times in a total of 34 data. While patterns 2 and 3 only appear once each. From this point it becomes clear that pattern number 1 is the most widely used. These results are the same as the results found by Manes and Wolfson in their research. As for the second pattern which appears more, researchers find differences because it is pattern number 8 that is more dominant than pattern 2 or 3.

Thus, it means that there are still 16 compliment which is not included in the compliment pattern proposed by Manes and Wolfson. The difference in the sixteenth compliment varies. Some are different because they get a slight variation in the pattern, but some use a completely different compliment pattern. The pattern that gets the most variation is pattern number 8. Using the method from Placencia and Lowers (2011) to highlight variations in Manes and Wolfson's compliment patterns, here are variations of pattern 8:

8. ADJ (NP)

8a: ADJ

8b: ADJ ADV

8c: ADV ADJ

Compliment 8a pattern variations are found in four compliment namely C15, C29, C31, and C34. An example of using pattern 8a is on the phrase "nice" in C15. Then for variations in the compliment 8b pattern, there are two compliment, C9 and C12. An example of using 8b is in the phrase "OP as always". Finally, there are variations in the 8c pattern found in one place, namely C8. In C8, the compliment phrase used is "always OP".

Another pattern that also gets a modification is pattern number 1. For variations in pattern number 1 is as follows:

1.NP (is, looks) (really) ADJ

1a. NP (is) det N

The pattern of compliment 1a variation is found in C33 in the phrase "You are a crack".

The last compliment pattern that also gets variations is pattern number 3. The following is the formulation of compliment pattern 3:

3. PRO is (really) (a) (ADJ) NP

3a. PRO is N

The pattern of compliment variation 3a is found in C17, which is the sentence "This is fire".

In addition to the three variations of the compliment pattern above, there are still several other compliment patterns that have a completely different pattern from the patterns proposed by Manes and Wolfson. Some examples of completely different patterns are in compliment such as "Legends never die", "I see a legend", "The god", and also "Keep up the good work". Some also use a compliment pattern in the form of questions, which is "Why the fuck u so good?".

These compliment patterns are based on Placencia and Lower, often referred to as a form of creativity. People tend to change the compliment pattern according to the creativity of each individual, with a note, the substance of compliment is still the same. This form of praise is often referred to as indirect compliment. Whereas compliment that adheres to the old pattern is called direct compliment.

The conclusion in this section is that, to date, the compliment pattern proposed by Manes and Wolfson remains relevant. However, there was a development that demanded variations on the old compliment patterns. Some compliments don't even follow the pattern at all and have their own shape. In

this case, aspects of how to communicate are very influential. Especially if you use social media like Instagram.

2. Types of Compliment Responses

Compliment responses provided by complimentee in the analyzed data set are quite varied. There are at least 5 types of compliment response that can be found, namely appreciation token, comment acceptance, return, scale down, and no acknowledgment. For the type of appreciation token, the highest number is 29 compliment responses. The most widely used form of token appreciation is saying "thank you" and various variations such as "thanks", "ayyy", and others.

Compliment response returns are found twice in data sets, namely in CR30 and CR32. Complimentee in CR30 and CR32 both return compliment to the complimenter. An example of a compliment response in CR30 is "No, U". Furthermore, comment acceptance ranks third. Compliment response is contained in CR2. Complimentee in CR2 offers another relevant topic by giving an "I will" answer.

Compliment response scale down is in CR28. Complimentee explains the reason that he is not as great as the complimenter thinks. The sentence in CR28 is "@zevou_ I didnt even know it was a 5os until i looked back. I cant master the patience of a triple collat tho xd.". Finally, the compliment response no acknowledgment. Compliment response of this type means complimentee ignores compliment given by complimentee.

But in the context of social media, not answering compliment does not mean making it directly included in the type of response acknowledgment. Placencia and Lower (2011) have stated that interactions that occur on social media are asynchronous types of interaction. This means that between compliment and complimentee do not necessarily interact at the same time. So the possibility for the complementee not to see the compliment is also getting bigger. Besides, there is no specific indication that the complimentee has seen the compliment and ignored it. Thus, not answering compliment in social media does not mean that it is immediately considered a compliment response type of acknowledgment.

CHAPTER IV

CONCLUSION AND SUGGESTION

This chapter discusses conclusions and suggestions. The conclusions are drawn from the results of the analysis in chapter 3. While the suggestions are used as recommendations for future research.

A. Conclusion

Compliment toward video game footage uploaded on Instagram usually has a simple syntactical pattern and uses semantically more adjectival compliment than verb of liking. Some compliment patterns still stick to the pattern proposed by Manson and Wolfson for compliment in American English. But some compliment uses a completely different pattern and has never been found before. The use of intensifiers and emoticons is also another thing, considering interaction on social media is not direct interaction.

Then for the compliment response found in the data set this study shows more types of appreciation tokens. The number of appreciation tokens as a response indicates that Instagram accounts that upload video game footage agree with the compliment given. However, some types of responses also indicate other variations, such as comment acceptance, return, scale down, also no acknowledgment. For the latter type, there are several other binding conditions. This is because not all types of responses can be applied in all types of communication.

B. Suggestion

There are some suggestions that researchers can write down after analyzing compliment-related data on video game footage on Instagram. First, the topic of this research is compliment and compliment response. Suggestions for future research are to integrate this topic with other topics that allow for more varied data.

Second, this study only analyzes a compliment or compliment response based on what is seen, so other factors tend to be ignored. Other factors in question are what is behind the compliment or compliment response, such as age, sex, social, education, and others. It is hoped for future research to use different theories in order to enrich the findings in this field.

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APPENDICES

APPENDIX 1 (identification of verbs and adjectives used in compliment)

ADJ: Adjective, V: Verb, D: Datum

No	Code	Compliment		ADJ	V	Other	Word
1	C1	Your spray is just op	D1	√			Op (Overpowering)
2	C2	Show us please the way you use your phone to play! You're so amazing (emoticon)	D2	√			Amazing
3	C3	Hi bro u so lovely and fast!	D3	√			Lovely, Fast
4	C4	Hmm.. 100% I like your skill (emoticon)	D4		√		Like
5	C5	(emoticon) Good work	D5	√			Good
6	C6	L egends never die (emoticon)	D6				
7	C7	Always push (emoticon) great wipe right here (emoticon)	D7	√			Great
8	C8	Always op (emoticon) your fan from Malaysia (emoticon) p/s for the next video can u use song (centuries by Fall out Boy)	D8	√			Op
9	C9	OP AF	D9	√			OP
10	C10	nice work dude (emoticon)	D10	√			Nice
11	C11	Hey man! I'm an up and coming streamer and I just wanted to say keep up the good work and continue to chase your dreams! (emoticon) Positivity Always!	D11	√	√		Good, keep
12	C12	Op as always man (emoticon)	D12	√			Op
13	C13	This is what i meant so awesome	D13	√			Awesome
14	C14	You are so op bro (emoticon)	D14	√			Op

15	C15	nice bro (emoticon)	D15	√			Nice
16	C16	You are op maan (emoticon)	D16	√			Op
17	C17	This is fire	D17			√	Fire
18	C18	Damn bro (emoticon)	D18			√	Damn
19	C19	Epic gamer	D19	√			Epic
20	C20	(emoticon) Keep up the good work (emoticon)	D20	√	√		Good, keep
21	C21	Gg (emoticon)	D21	√			Good
22	C22	Good shooting, nicely done (emoticon)	D22	√			Good
23	C23	why the fuck r u so good (emoticon)	D23	√			Good
24	C24	I see a Legend (emoticon)	D24		√	√	See, legend
25	C25	The God	D25			√	God
26	C26	Gg	D26	√			Good
27	C27	I saw your posts and think your game play must be good	D27	√			Good
28	C28	That collate was crazy I would've shot too early the patients	D28	√			Crazy
29	C29	excellent (emot)	D29	√			Excellent
30	C30	Ur nice with it	D30	√			Nice
31	C31	excellent (emot)	D31	√			Excellent
32	C32	(emot) OP Shots (emot)	D32	√			Op
33	C33	You are a crack	D33			√	Crack
34	C34	Prooo	D34	√			Pro

APPENDIX 2 (syntactic pattern of compliment)

1: pattern from Manes and Wolfson's theory (1981)

1a: pattern found in the data

No.	Pattern	Compliment Code
1.	NP {is, looks} (really) ADJ. (Your blouse is beautiful.)	C1 C2 C3 C14 C16 C27 C28 C30
2.	I (really) {like, love} NP. (I like your car.)	C4
3.	PRO is (really) (a) (ADJ) NP. (That's a nice wall hanging.)	C13
4.	You V (a) (really) ADJ NP. (You did a good job.)	-
5.	You V (NP) (really) ADV. (You really handled that situation well.)	-
6.	You have (a) ADJ NP! (You have such beautiful hair!)	-
7.	What (a) (ADJ) NP! (What a lovely baby you have!)	-
8.	ADJ (NP)! (Nice game!)	C5 C7 C10 C19 C21 C22 C26 C32
9.	Isn't NP ADJ? (Isn't your ring beautiful?)	-
10.	Out of pattern	C6 C8 C9 C11 C12 C15 C17 C18 C20 C23 C24 C25 C29 C31 C33 C34

APPENDIX 3 (Classification of compliment responses)

AT : Appreciation Token

Re : Return

Qua : Qualification

Rea : Reassignment

CA : Comment Acceptance

SD : Scale Down

Ig : Ignore/ No Acknowledgement

CH : Comment History

PU : Praise Upgrade

Q : Question

RI : Request Interpretation

Dis : Disagreement

Oth. I : Other Interpretation

No	Compliment Responses (CR)	Types of Compliment Responses											
		Agreement					Nonagreement					Oth.I RI	
		Acceptance			CH	Transfer		SD	Q	Nonaccept			Ig
		AT	CA	PU		Rea	Re			Dis	Qua		
1.	@instagramer2 thanks (emoticon) [CR1]	√	√										
2.	@pipioflove thanks man, I will (emoticon) [CR2]	√	√										
3.	@vaideshshankar thank you (emoticon) [CR3]	√	√										
4.	@_fdvid.xley thank you (emoticon) [CR4]	√	√										
5.	@felcli_pubg thanks (emoticon) [CR5]	√	√										
6.	@yxngboyedwin thanks man (emoticon) [CR6]	√	√										
7.	@rjth3gr8 thank you (emoticon) [CR7]	√	√										
8.	@sky_skymin sure man, thank you! (emoticon) [CR8]	√	√										
9.	@asadur_legend thnx man [CR9]	√	√										
10.	thanks (emoticon) [CR10]	√	√										
11.	@cautrized thanks man (emoticon) [CR11]	√	√										
12.	@sudeep.chow thanks (emoticon) [CR12]	√	√										

13.	@sickflick_xd thanks man [CR13]	√	√																	
14.	@_x.x_sanku_x.x thanks (emoticon) [CR14]	√	√																	
15.	@dabi_pubg thank you (emoticon) [CR15]	√	√																	
16.	@original.pubg.memes thank you (emoticon) [CR16]	√	√																	
17.	@teamexotiic thank you! I dropped a follow [CR17]	√	√																	
18.	@messy.fn appreciate you (emoticon) [CR18]	√																		
19.	@itzshakaz appreciate it (emoticon) [CR20]	√																		
20.	@davidpalko_ty (emoticon) [CR21]	√	√																	
21.	@ice_bear.oo thank you bro (emoticon) [CR23]	√	√																	
22.	@benkayali ayyyyyyyy (emoticon) [CR24]	√																		
23.	@josealejandro.1511 Thanks (emoticon) [CR25]	√	√																	
24.	@nerrom.ios thanks (emoticon) [CR26]	√	√																	
25.	@__anshu.pathania.1185__ thx you [CR27]	√	√																	
26.	@zevou_ I didnt even know it was a 5os until i look back. i cant master the patience of a triple collat tho xd. [CR28]												√							
27.	@royals.superior no u [CR30], @royals.superior don't start this (emot)																			√
28.	@tk_7700_ appreciate the love (emot) [CR31]	√																		
29.	@the_knockout_gaming (emot) thanks, you my op teammate. [CR32]	√	√										√							
30.	@che_7750 (emot) thanks brother [CR33]	√	√																	
31.	@seirasux thanks(emot) [CR34]	√	√																	