

**STUTTERING LANGUAGE DISORDER OF HENRY IN
ASCENDED GAMING YOUTUBE CHANNEL**

THESIS

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**DEPARTMENT OF ENGLISH LITERATURE
FACULTY OF HUMANITIES
UNIVERSITAS ISLAM NEGERI MAULANA MALIK
IBRAHIM MALANG
2020**

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THESIS

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STATEMENT OF AUTHORSHIP

I state that the thesis entitled “**Stuttering Language Disorder of Henry in Ascended Gaming YouTube Channel**” is my original work. I do not include any materials previously written or published by another person, except those ones that are cited as references and written in the bibliography. Hereby, if there is an objection or claim, I am the only person who is responsible for that.

Malang, 10 May 2021

The Author

A handwritten signature in black ink, which appears to read 'Adelia', is written over a circular official stamp. The stamp contains the text 'METERAI TEMPEL' and a unique identification number '01C3AAJX275471072'. To the left of the stamp is a vertical barcode.

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APPROVAL SHEET

This is to certify that Adelia Elvanny Mursyid's thesis entitled "**Stuttering Language Disorder of Henry in *Ascended Gaming* YouTube Channel**" has been approved for thesis examination at the 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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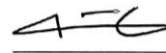
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MOTTO

“Plan what you do, do what you plan”

DEDICATION

This thesis is specially dedicated to :

My world, my mother Umi Rosidah; my father Abdul Muntolib; my little brother
Idham Yusuf Baihaqi Mursyid; and my little sister Tsalisa Nurani Mursyid.

Thank you for the unending support and love.

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Bismillahirrohmanirrohim.

Praise and gratitude the writer sends up only to Allah SWT who has given the mercy and blessing so that the writer is completely able to finish this thesis. Sholawat and salam are expected to be exerted by the lovely prophet, Muhammad SAW, because of that divine gift of graced from Allah, I finally able to finish this thesis entitled **Stuttering Language Disorder of Henry in *Ascended Gaming* YouTube Channel** as the requirement for the degree of s1 in English Letters Department, Faculty of Humanities, Universitas Maulana Malik Ibrahim Malang.

The writer realizes that the thesis will never get success without any interference from other people, therefore I want to say thanks to:

1. My supervisor, Dr. Hj. Rohmani Nur Indah, M.Pd, for her patient, critics, and attention, motivation and suggestion to me during the thesis.
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4. All of my friends who always listen all sad and happy stories of my thesis.

Finally, I truly realize that this thesis is not perfect and still need the criticism and suggestion from the reader in order to make it better and perfect.

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ABSTRACT

Mursyid, A. E. 2021. *Stuttering Language Disorder of Henry in Ascended Gaming YouTube Channel*. Undergraduate Thesis. Linguistics, English Literature Department, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang.

Advisor : Dr. Hj. Rohmani Nur Indah, M. Pd.

Key words : *Psycholinguistics, Language Disorder, Stuttering*

This study aimed to analyse stuttering language disorder of Henry in Ascended Gaming YouTube channel. The researcher observed the stuttering that produced by Henry's speech on his videos while playing game. There were two objectives of the study. They were to find the types of stuttering produce by Henry and to analyze the way stuttering occurs on Henry's speech.

The study used a descriptive qualitative to get a deep understanding of stuttering language disorder on Henry's speech in 'Ascended Gaming' YouTube channel. The data were taken from Henry's utterances that had been transcribed from 'Ascended Gaming' YouTube channel. The researcher analyses the types of stuttering language disorder using the theory of Zebrowski (2003) and using START (2017)'s theory to describe the way stuttering occurs on Henry's speech.

The findings of the study showed that from fifty utterances, the researcher found four types of five types of stuttering. Based on the theory of Zebrowski (2003), the types of stuttering are repetition, interjection, prolonged vowels, block and circumlocution. There is one type that the researcher did not find, Circumlocution. In addition, the findings showed that stuttering occurs on Henry's speech caused by several reason. They were loss of focus, under pressure and surprised.

In conclusion, the most frequent types that produced by Henry is repetition. He repeated syllable, word and phrase on his utterances. The most frequent reason that made Henry produced stutter was loss of focus. He could not concentrate with the game because he kept in talk to viewers.

ABSTRAK

Mursyid, A. E. 2021. *Stuttering Language Disorder of Henry in Ascended Gaming YouTube Channel*. Skripsi. Linguistik, Jurusan Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang.

Pembimbing : Dr. Hj. Rohmani Nur Indah, M. Pd.

Kata Kunci : Psikologi Bahasa, Gangguan Bahasa, Gagap

Penelitian ini bertujuan untuk menganalisis gangguan bahasa gagap pada Henry di saluran YouTube *Ascended Gaming*. Peneliti mengamati gagap yang diucapkan oleh Henry di videonya saat bermain game. Ada dua tujuan penelitian ini. Tujuannya yaitu untuk menemukan jenis produk gagap oleh Henry dan menganalisis cara gagap terjadi pada ucapan Henry.

Penelitian ini menggunakan deskriptif kualitatif untuk mendapatkan pemahaman yang mendalam tentang gangguan bahasa gagap pada ucapan Henry di saluran YouTube ‘Ascended Gaming’. Data tersebut diambil dari ucapan Henry yang telah ditranskripsikan dari saluran YouTube ‘Ascended Gaming’. Peneliti menganalisis jenis-jenis gangguan bahasa gagap menggunakan teori Zebrowski (2003) dan menggunakan teori START (2017) untuk mendeskripsikan cara terjadinya gagap pada tuturan Henry.

Hasil penelitian menunjukkan bahwa empat jenis dari lima jenis gagap ditemukan oleh peneliti. Berdasarkan teori Zebrowski (2003), jenis gagap yang ditemukan adalah repetisi, interjeksi, vokal panjang, blok dan sirkumlokusi. Ada satu jenis yang tidak ditemukan peneliti, Circumlocution. Selain itu, temuan menunjukkan bahwa gagap terjadi pada ucapan Henry disebabkan oleh beberapa hal. Penyebabnya adalah kehilangan fokus, di bawah tekanan dan terkejut.

Kesimpulannya, jenis yang paling sering dihasilkan oleh Henry adalah pengulangan. Dia mengulangi suku kata, kata dan frase pada ucapannya. Alasan yang paling sering muncul yang membuat Henry menghasilkan gagap adalah kehilangan fokus. Dia tidak bisa berkonsentrasi dengan permainan karena dia terus berbicara dengan penonton.

م ملخص البحث

مرشيد.أ. هـ. ٢٠٢١. اختلال تأتأة اللغة هنري على قناة *YouTube Ascended Gaming*.
البحث الإسلامي. اللغوي، العلوم الإنسانية، مولانا مالك إبراهيم الإسلامية الحكومية مالنج.
المشرف: دكتور الحاج رحن نور انداه الماجستير
الكلمات الرئيسية: سيكولوجي اللغة، اختلال اللغة، تأتأة.

هدف هذا البحث هو تحليل اختلال تأتأة اللغة هنري علي سبيل يوتوب (YouTube Ascended Gaming) لاحظ الباحث على تأتأة اللغة الملفوظ بهنري عند لعب اللعبة في مقطع الفيديو. هناك غرضان لهذا البحث. أولاً، للعثور على نوع المنتجات المتأتأة هنري. ثانياً، لتحليل طريقة تأتأة في تلفظ هنري.

استخدم هذا البحث دراسة وصفية نوعية للحصول على فهم عميق عن اختلال اللغة المتأتأة هنري على قناة *YouTube "Ascended Gaming"*. والبيانات مأخوذة من خطاب هنري التي نسخت من قناة *YouTube "Ascended Gaming"*. قام الباحث بتحليل أنواع اختلال اللغة المتأتأة باستخدام نظرية زيبروسكي (٢٠٠٣) و نظرية ستارت (٢٠١٧) لوصف كيفية حدوث المتأتأة في خطاب هنري.

و نتائج البحث تقول أن اكتشف الباحث أربعة من خمسة أنواع من التلعثم. بناء على نظرية زيبروسكي (٢٠٠٣)، فإن أنواع التلعثم الموجودة هي التكرار، والتدخل، وحروف العلة الطويلة، والكتل، والتطويق. هناك نوع لم يجده الباحث، يعني الطوف. و سوى ذلك، أبرزت النتائج إلى أن تلعثم على خطاب هنري يسبب بأسباب. تعني فقد التركيز، تحت الإلجار، والخائف.

و الإستنتاج هو كان النوع الذي أنتجه هنري في أغلب الأحيان هو التكرار. يكرر المقاطع والكلمات والعبارات في خطابه. كان السبب الأكثر شيوعاً وراء تأتأة هنري هو فقد التركيز. لم يستطع التركيز على اللعبة لأنه كان يتحدث باستمرار إلى المشاهد.

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CHAPTER I

INTRODUCTION

This chapter presents background of the study, research questions, objective and significant of the study, scope and limitation of the research, definition of key terms, research method and previous studies.

A. Background of The Study

This study focuses on psycholinguistic analysis, especially on language disorder. A language disorder is communication disorders that human has difficulties in speaking, writing, etc. Stuttering is one of the types of language disorder. Stuttering is speaking chaotically, haltingly, suddenly stopping, then repeats the first syllable, the following words, and after success, say the words, the sentence can be completed (Indah, 2017). People who stutter have difficulty expressing the sentences to be pronounced. Words, sounds, repetitive syllables, and disturbances in the speech speed are some signs of stuttering.

People with stutter are not comfortable. They have to make little effort to produce sounds, syllables, words, or sentences. Sometimes, they do repeat movements or get a pause in the middle of a sound. Not to mention, have difficulty producing sound also maybe occurs on them. People who stutter often fail to pronounce the initial syllable, to pronounce the consonants or the initial vocals, therefore, they hard to finish the sentence (Indah, 2017). For example, on-on-on a chair or o-o-o-open. People with stutter are often avoiding communication with other people because they do not want to hear and know other people's

expressions about their stuttering. On the other hand, some people with stutter were not minded by their stuttering, some people were confident about how they spoke, and some people get insecurities with their stutter (Blood, G. W. et al., 2003). As mentioned in the research study, most teens admit that they are seldom or never talk about their stuttering. Although some children prefer not to talk about their stuttering, others prefer to be more open about it.

People with stutter are often teased or bullied about their stutter. Bullying can be physical, verbal, expressions of intimidation, or nothing more than social isolation (Langevin, 1999). Some people get up from bullying, but some get caught up in it and cannot move forward. Drew Lynch is one example of success person with stuttering. He can move his stuttering into his talent, and he becomes a stand-up comedian. Besides Drew Lynch, Annie Glenn, Emily Blunt, Joe Biden, James Earl Jones, Darren Sproles all famous and successful, they are stuttering (Stutteringhelp.org, 2017). They can get up from bullying and become successful people. It means that all stutterers have the same opportunity to be successful and beat their stuttering.

Henry is a YouTuber of Game, namely 'Ascended Gaming', who has stutter. He started to join YouTube and makes his channel, namely Ascended Gaming, in February 2014 and starts to upload the video in 2018. He has around 28.700 subscribers with 287 videos. Although he has a stutter and gets hate comments about his stutter, he actively makes videos on his YouTube channel. He does not give up on the hate comments and bullying, but he gets up from it and becomes a YouTuber of game. As a gamer and a YouTuber, he does his hobby as

best as he can. He is playing games and making videos from it. Not to mention, he is playing games and earned money from it.

Playing games is one of the most effective ways to eliminate stress, refresh the brain, and learn many things. Playing video games reduces or manages stress (Roy. et al., 2016). Anxiety, education of children who are too rigid and strict, and do not allow children to argue or argue; there is damage to the hemisphere (hemisphere) the dominant one; familial neurotic are some factors of stuttering (Indah, 2017). Henry as known as Ascended Gaming, is a gamer. As we know, playing games will reduce stress, so that stuttering will not occur, but in Henry's videos on YouTube, he still stuttered while playing video games. Therefore, it is possible to research stuttering in YouTuber gamer.

There are several previous studies about Stuttering. Firstly, Sari. et al. (2017) investigate children's difficulties with stutters in the Turkish class encountered both in academic and social activities from their point of view. They investigate the subject with a stutter in their daily conversation. They find that stuttering students are less active in verbal and social activities than in other classes. Secondly, Saputri (2019) investigate stuttering off-stage speech of Drew Lynch. The study examines the types of stuttering that occur in Drew Lynch when speaking off-stage. According to the findings, four types occur in the off-stage speech performance of Drew Lynch among the five types. Besides, the research findings also found that stuttering occurrence in Drew Lynch's more often occurred at the beginning and middle of the sentence. Thirdly, Hardianti. et al. (2020) investigate stand-up comedian's fluency disorder of stutter. The finding of

the research used Zebrowski's types of disfluency. They found that Zebrowski's types of disfluency, categorized as between word disfluency and within word disfluency, were found in the utterances of Drew Lynch. The disfluency on the stage performance and video blog of Drew Lynch's performances are the research's raw data.

According to the previous studies described above, the previous researchers investigate the daily conversation of people with a stutter and find the types of stuttering or fluency disorder on a stand-up comedian, Drew Lynch, when speaking both on-stage and off-stage; and find the difficulties of students with stuttering in class. This study uses theory of Zebrowski (2003). Meanwhile, this study also focuses on investigating the occurrence of stuttering on gamers, which has a specific context namely gaming video shared in YouTube channel.

B. Research Questions

The focus of this study is on the stuttering language disorders with the following research questions:

1. What are the types of stuttering found on Henry's speech in Ascended Gaming's YouTube?
2. How does stuttering appear on Henry's speech in Ascended Gaming's YouTube?

C. Objective of the Study

According to the research questions above, this study provides descriptive language disorder findings on the YouTuber of game who stutter. The following is the research objectives.

1. To identify the types of stuttering of Henry.
2. To describe the way stuttering appears on Henry as a gaming YouTuber.

D. Significance of the Research

Investigating the occurrence of stuttering on gamers, Henry, known as Ascended Gaming, is the study's focus. As we know that playing games will reduce stress, so that stuttering will not occur. Meanwhile, in Henry's videos on YouTube, he still stuttered during playing video games. The researcher uses this kind of problem to contribute, giving the readers information and knowledge for further research. Therefore, practically it gives information and knowledge to the readers in psycholinguistics field, especially on the stuttering case.

This study aims to enrich the knowledge about language disorders of stuttering in adult. Practically, this study can be used by the readers and further research to get knowledge about stuttering. Not to mention, this study can be used to help further research to explain more about stuttering.

E. Scope and Limitation

Psycholinguistics analysis is the focus of this study. Significantly, this study focuses on language disorder analysis of stuttering on YouTuber of game. Besides, the researcher also uses the central theory of stuttering (Zebrowski, 2003) to find stuttering types on gamers who stutter.

Moreover, to observe the research, the researcher determines several characteristics in conducting the research. Firstly, Youtuber of Game's object stutters is Henry, "Ascended Gaming" as his YouTube Channel. He is a gamer with a stutter. Second, the videos that used to analyze is a video uploaded in 2019

or two years ago. The videos showed Henry play a game in the duration of 10 to 20 minutes.

F. Definition of Key Terms

1. Stuttering : is a condition of people with difficulty pronouncing sentences, syllables, word, and letters. The stuttering analyzed is stuttering on Henry's speech on his YouTube channel namely Ascended Gaming.
2. YouTuber : is a person who has YouTube channel and produce videos on it. 'Ascended Gaming' is a YouTube Channel hosted by Henry with stutter. He joins YouTube since February,2014; makes his own YouTube Channel and continuously upload videos since 2019.
3. Game : is something that is played alone or in groups, both online and offline, with or without tools. Games played alone and uploaded online are chooses from Ascended Gaming YouTube Channel for this study.

G. Previous Studies

Sari & Gökdağ (2017) investigate the difficulties of children with stutters who were in the Turkish class encountered both in academic and social activities, from their point of view. They find that stuttering students are less active in the verbal classes and social activities compared with other classes. The research is investigating the daily conversation of children with stutter.

Secondly, Sukriana et al. (2018) investigate the developmental of stutter on Zayn Malik and his anxiety disorder issue. The data were taken from his

speech that can be called as daily utterance and speed. The research find that Zayn Malik produce speech disfluency according to his speech. The finding of the research is Zayn Malik is not a person with stutter but, his anxiety related to his speech disfluency.

Thirdly, Hardianti & Indah (2020) investigate stand-up comedian's fluency disorder of stuttered on stage and video blog. The finding of the research used Zebrowski's types of disfluency. They found that Zebrowski's types of disfluency, categorized as between word disfluency and within word disfluency were found in the utterances of Drew Lynch. The disfluency on the stage and video blog of Drew Lynch's performances are the basic data of the research.

Fourthly, Saputri (2019) investigate stuttering of Drew Lynch's off-stage speech, the study examines the types of stuttering occur in Drew Lynch when speaking off-stage. According to the findings, among the five types, there are four types that occur in Drew Lynch's off-stages speech. In addition, the findings of the research also found that stuttering occurrence in Drew Lynch's more often occurred at the beginning and middle of the sentence.

The similarity of previous studies above is in the subject of the research. The data or subject were taken from speech and daily conversation. The researchers also investigate the types of stutter occur on the subject. Meanwhile, this study focused on investigate the occurrence of stuttering on gamers, Henry Ascended Gaming that as we know, playing game will reduce stress, so that stuttering will not occur, but in henry's videos on YouTube he still stuttered

during playing video games. Therefore, it is possible to do research on psycholinguistic analysis on stuttering in YouTuber Gamer.

H. Research Method

This section discusses the methods and steps of the researcher in classifying the data. Determine the types of stuttering that occur in YouTubers gamers and the occurrence of stuttering when playing games according to the theory of stuttering (Zebrowski, 2003) was the purpose of the study.

1. Research Design

This research focuses on analyzing the stuttering that occurs in Youtuber of Game so that the research is conducted using a qualitative descriptive method about stuttering. The purpose of a qualitative descriptive method is to describe a phenomenon and its characteristics and is more concerned with what rather than how or why something has happened (Gall. et al., 2007). Therefore, this study uses a qualitative descriptive method because it investigates the language phenomenon in video game YouTubers. Besides, this study is focused on analyzing the types of stuttering shown by Henry as a game YouTuber. As a gamer, the occurrence of stuttering during gaming is also possible to analyze.

2. Research Instrument

This research requires an in-depth analysis of the stuttering that occurs in Youtuber games. The main instrument of this research is the researcher herself, who makes the transcription of the video. She observed, recorded, and classified data that includes the type of disfluency.

3. Data Source

The research data was taken from Henry's YouTube Channel, known as *Ascended Gaming*. The data is in the form of a speech video uploaded in December 2018, showing Henry playing a game. The videos are 10 to 20 minutes long. The sayings on the video are valuable data collected through observation. The data is in the form of stuttering words and utterances spoken by Henry, Ascended Gaming. Videos taken from the YouTube channel are *Epic Loot - Raptor Santa & Gotcha Winter Wonderland - survival*; and *ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction*.

4. Data Collection

The data collection was carried out in several steps: the researcher opened YouTube and looked for keywords from the topic. Second, she downloaded the video at savefrom.net. Third, she watched and listened to videos. After watching and listening to, the researcher then wrote a transcript of the video by identifying and classifying the pronunciation and marking the words, syllables, and sounds from the data. Fifth, the researcher selected the video.

5. Data Analysis

After getting the data, first, the study describes the data using Zebrowski (2003) theory to describe the types of stuttering that occurs in Henry's speech. These theories are relevant to research because they describe the types of language disorders in stuttering. Zebrowski (2003) divides into two classes, between words and dysfluency in words. Also, Campbell and Hill (1987), cited in Constantino et al. (2017), divided into two types of stuttering repetition, whole

multilingual words and complete one syllable repetition as other dysfluency subtypes stuttering. The theory describes the types of stuttering in Henry's speech in 'Ascended Gaming' YouTube Channel while playing games.

Second, this study also uses the concept of Indah (2017). This concept explains the causes and occurrence of stuttering. According to Indah (2017), stress children's education is too rigid and strict and does not allow children to argue or argue; there is damage to the dominant hemisphere; neurotic family factors are stuttering. The concept used to analyze the appearance of stuttering in Henry's speech while playing games. The last, the researcher concluded the data based on the analysis.

CHAPTER II

REVIEW OF LITERATURE

This chapter contains the theories that underlie psycholinguistics namely psycholinguistics, language disorder, speech disorder, and stuttering.

A. Psycholinguistics

Psycholinguistic is the study of the relationship between psychology and linguistics (Jodai, 2011). Psychology is the study of a person's thoughts and behavior, and linguistics is the study of language. Therefore, it can be concluded that the science that studies the processes that occur in the brain when it can produce and understand language is the meaning of psycholinguistics.

In the field of macro linguistics, psycholinguistics is part of the disciplines. As macro linguistics, psycholinguistics is a field of linguistics that studies language regarding factors outside of language (Hansen, J. 2020). The psycholinguistic approach is combination of both theory and method of language and psychology (Whinney, 2001) which are related phenomena but are entirely independent. Another thing to aim at in psycholinguistics is finding a linguistically acceptable theory and psychologically capable of explaining the nature of language and its acquisition. In other words, psycholinguistics defined by, psychological and neurobiological factors that enable humans to acquire, use, understand, and produce language.

Psycholinguistics is concerned with the way language processed and then connected in the mind and brain. Altman (2001 in Salamun 2018) defines the science that studies the psychological and neurological factors that allow humans

to acquire, use, understand, and produce language is the definition of psycholinguistics or language psychology. In addition, the cognitive processes in producing meaningful grammar and sentences from vocabulary and grammar structures and processes that make it possible to understand speech, words, text, etc. included in the scope of psycholinguistics (Miller & Gold, 1983 in Salamun 2018).

Psycholinguistics is related to many things, such as language, thought, understanding, production, etc. At the same times, Clark and Clark (1977 in Fianna, 2014), define three main things that is related to psycholinguistics, namely understanding, production, and language acquisition. From this definition, it can be concluded that psycholinguistics is the study of the mental processes that humans go through in their language. Psycholinguistics studies four topics in detail are understanding, namely the mental process that humans go through to understand what people say and understand what is meant; Production, which is the mental process within us that enables us to say what we say; The biological and neurological basis that enables humans to speak; Mastery of language, which is the way children acquire the language.

In short, psycholinguistics is the science used to apply linguistic and psychological knowledge to issues such as language care and learning, building reading and reading initiation, bilingualism and language, language-related diseases such as aphasia, stuttering, and so on; and other social issues related to language, such as language and education, language and growth in children.

B. Language Disorder

A language disorder is a communication disorder with difficulty understanding and using language such as; spoken, written, sign language. A person with a language disorder's language skills falls below people's expectations for their age, limiting their ability to communicate or participate effectively in many environments. Moreover, language skills are communication tools needed as a social being (Indah, 2017).

A language disorder is also defined as the disorder that inability to develop acquisition and language processes. Several reasons or aspects cause this disorder. There are four aspects of language problems; biological problems, cognitive aspects, psychogenic aspect, and linguistics aspects (Indah, 2017). Firstly, biological causes are language disorders experienced by deaf, visually impaired persons with speech mechanism disorders caused by imperfections in the ear and mouth organs.

Secondly, thought disturbances cause the cognitive aspect of language disorders. Disturbing thoughts lead to disturbed verbal expression, which is an expression of the person's mind. The diseases occur caused by cognitive aspects such as; dementia, Huntington's disease, schizophrenia, and depression (Indah, 2017).

Thirdly, the psychogenic aspect is known as a low level of language disorder caused by cognitive aspects. This aspect is arguable as the normal variation of speaking in language disorder. Language disorder occurs, such as talking spoiled, wiliness, stuttering, and echolalia (Indah, 2017). Linguistics

aspect is the last aspects according to Indah (2017). This aspect is an inability of person to acquire and process information. The disorder such as fluently disorder and dyslexia or alexia.

As explained above, language disorder is an inability of people to do communication fluently. Many causes that cause language disorder occurs. The causes can be seen in terms of psychology and language. There are also many kinds of language disorder from the causes.

C. Speech Disorders

Speech disorder is a communication difficulty that involves an important process in speaking, namely language production. Speaking is a form of effort for people who have speech disorders because the person knows what they want to talk about, but they cannot pronounce the language clearly and precisely. This disorder can be experienced by children and adults who usually have difficulty pronouncing individual letters or sounds clearly (ASHA, 2017). These problems include physical imperfections and damage to the vocal tracts that usually occur from childhood. Fluency disorders such as stuttering, voice disorders, and motor speech disorders, such as apraxia and dysarthria, which usually cause articulation problems, are speech disorders that often appear in adults, sometimes in voice or fluency problems (Lanier, 2010).

The problem of speech disorders is vast, and it is not exactly known what causes it. Some of the causes require identification and sometimes deeper investigation. Speech disorder does not seem like a deadly problem, but it can affect people who have it because they will have difficulty pronouncing words or

sentences. According to Heyselaar and Heijselaar (2019), how the general problem of this disorder is replacing letters or being unable to pronounce the last letter of a word. What is exemplified in the article is that the word "spacema" is not said "spaceman. To understand speech disorders, we can understand them by comparing them with language disorders. Someone with speech disorder finds it difficult to say a word or exchange letters, saying "wed" while what is meant is "red." Someone with a language disorder have difficulty composing sentences or grammar of sentences. (Heyselaar & Heijselaar, 2019). Speech disorders are divided into three basic types, namely voice disorders, articulation disorders, and fluency.

1. Voice Disorder

Voice disorder is a condition when a person produces language with a speech disorder. Usually, the sufferer cannot control whether he makes a high or low voice so that the sufferer cannot convey a sound that is following the contextual utterance that he wants to say to his listeners. Umeno et al. (2018) describe how this disorder can occur, which is classified from the mechanism of phonation as Disruption of glottal closure; Effect of vocal cord stiffness; Vocal cord asymmetry; Respiration / resonance chamber disorders; Psychological factors.

To check for someone who has a voice disorder, things that need to be asked are about the main complaint, medical history, degree and quality of hoarseness, history, occupation, daily lifestyle habits, and social background the possible causes of the disorder. This emerged (Umeno et al., 2018).

Likewise, according to Lanier (2010), voice disorders are caused by damage, disease, deformities of the larynx, or voice box that interfere with phonation and resonance. Resonance disturbances will be identical to the imbalance of sound energy released by sufferers (Cincinnati's Children, 2018).

2. Articulation Disorder

Articulation disorders refer to people having a deficiency in producing the correct sound in pronouncing letters while speaking. Someone who has articulation disorders will find it difficult to produce certain sounds, one example that some people have difficulty pronouncing the letter "r". This disorder usually ends in the sufferer simplifying the words to be expressed, making it difficult to understand. It is also possible for a person to have two mixed disorders, such as articulation disorder and language and literacy skills.

In short, a language disorder is a person's difficulty in expressing the words he wants to say or in his mind correctly, which can happen to both children and adults. This disorder is caused by the loss of one's ability to produce language.

D. Stuttering

Stuttering is a speech disorder usually characterized by the repetition of sounds, syllables, or words. It is usually also an extension of the sound and interruptions in speech, also known as blocks. (Lavid, 2003) Stuttering is a speech that does not follow the rhythm it should be. Fraser (2007) explains that stuttering is not easy to pass because sufferers have to struggle to overcome their physical and mental limitations. Lavid (2003) explains that this situation can be

experienced by everyone when he speaks too fast, when angry, confused, nervous, surprised, or loses his words when speaking. A stuttering person already knows what he wants to say but has difficulty speaking naturally to express what he wants to talk about. This stuttering often negatively affects the quality of life, relationships with people, performance, and job opportunities because it makes communication with others difficult. Without this disorder, people will make sounds through a series of precisely coordinated muscle movements involving breathing, phonation, and articulation. People who have disorders, of course, will have difficulty with this. Lanier (2010) explains that people with stuttering experience tension and difficulty in their muscles when they speak.

1. The Types of Stuttering from The Causes

Although it is still not well understood why stuttering occurs, stuttering is usually grouped into two, namely (NIDCD, 2016):

a. Developmental stuttering

This disorder usually occurs in children when they learn to speak and language. Some scientists and doctors believe that this stuttering occurs when a child's speech cannot meet the child's verbal demands. Research on this has also been done and found that developmental stuttering can run in families with contributing genetic factors. Starting in 2010, researchers from the National Institute on Deafness and Other Communication Disorders (NIDCD) have identified four genes associated with stuttering.

b. Neurogenic stuttering

This disorder usually occurs after a stroke, head trauma, or another type of injury to the brain because the disorder that occurs in the brain makes it difficult for a person to coordinate the brain that works to speak and ultimately makes a speech that is unclear and not fluent.

The British Stammering Association (2017) defines stuttering in adults into five types, namely (1) neurogenic stuttering, (2) drug-related stuttering, (3) stress-related stammering, (4) re-occurrence stammering of childhood stuttering, and (5) individual causes of stammering. Although the cause is still uncertain, what can be ascertained is that stuttering has its symptoms, namely dysfluency, which is the main essence of a person's stuttering symptoms (Ward, 2006).

2. The Types of Disfluencies of Stuttering

Non-fluency in speaking is not only felt by people who suffer from stuttering, but ordinary people can also become not fluent when speaking at certain times, as previously explained. Typical speech disorders are usually occur when someone is emotionally unstable by providing pauses, revisions, and repetitions of phrases when speaking (ASHA, 2017). This is different from someone who has stuttering dysfluency, which is more likely to experience speech disorders.

Johnson (1961), quoted by Yaruss (1977), describes several types of dysfluency such as interjection, part-word repetitions, word repetitions, phrase repetitions, revisions, incomplete phrases, broken words, or prolonged sounds.

In Yaruss (1977), also explains that disfluencies into "within-word" (stuttered) and "between-word" (non-stuttered) varieties.

a. Between – Word Disfluency (non-stuttered)

This disfluency is generated when the sufferer connects words and makes a sentence (Zebrowski, 2003). The types of disfluency defined by Zebrowski (2003) are as follows

1) Interjection

According to ASHA (2017), an interjection is adding a sound or word. This interjection is an interruption when someone is tense, doubtful, or afraid. This interjection is like, "I umm need a sandwich," or other interjections are "uhh", "like", and others that are inserted in the middle of a sentence.

2) Repetitions

This repetition occurs when the sentence is not finished with complete formation, and then a person repeats more than once on a single word. According to ASHA (2017), there are two repetitions of someone who is not stuttering. There are repeating whole words and repeating phrases. What is meant by repeating whole words is saying more than once a sentence, just finishing the sentence, e.g., "Like, like, He did not need you". Moreover, what is meant by repeating phrases is like "He is-He is four years old".

b. Within-Words Disfluency (stuttered)

This dysfluency is about the disturbance of a single word of sound or syllables of a word. The types that exist in Zebrowski's (2003) theory are

1) Repetitions of Individual Sounds or Syllables

According to ASHA (2017), this dysfluency is also called Part-word repetitions. This loop is on syllables in a single word. Usually, people who have this dysfluency repeat the initial syllables of the word they want to say, for example, "I n-n-n-need water", part-word repetition. "Go-go-go down", one syllable word repetition.

2) Prolonged vowels

This dysfluency is usually unconsciously or unintentionally carried out by the sufferer (Zebrowski, 2003). An example is "Sssssmith is a good person".

3) Block (Silent Pause)

Dysfluency occurs when a sufferer suddenly stops speaking and is unable to continue his sentence. The patient is unable to continue the sentence usually because he thinks about what to say next. Example, "I want a (pause) coffee"; "I've to (pause) go".

4) Circumlocution

Circumlocution is the replacement of words to avoid pronouncing a sentence that causes stuttering to appear. the most common cause is in children who are under bullying or who have difficulty speaking. the main

features are usually seen in the facial muscles and mouth movements. children who are tense will usually make a gasping voice and stifled (Eka, 2010 in Saragih 2018).

3. The Symptoms of Stuttering

There are seven characteristics and signs of a person experiencing a stutter. First, starting a word, expression, or sentence may be difficult. Second, extending a phrase or a collection of sounds inside a word. Third, a tone, a syllable, or a phrase is repeated. Fourth, for certain syllables or sentences, or pauses within a phrase, there is a brief pause. Fifth, if you think you'll have trouble going on to the next letter, add extra words like "um." Sixth, to produce an expression, excessive stress, tightness, or movement of the face or upper body is used. Last, anxiety about speaking Limitation of one's ability to communicate effectively. Those symptoms might be followed by rapid eyes blink, lip or jaw tremors, tics on the face, jerks of the head, and fists clenched.

CHAPTER III

FINDING AND DISCUSSION

This chapter contains an analysis of data findings and a discussion on research problems. The finding and discussion based on stuttering types occur in Henry from *Ascended Gaming's* speech while playing games. Moreover, the data presented based on the utterances spoken by Henry in two videos of playing games.

A. Finding

The focus of this study's findings is to find the stuttering of Henry's words on his YouTube channel while playing games. The findings data discuss the type of stuttering that occurred in Henry's speech. The researcher also explains the way of stuttering appears. The researcher found fifty-four utterances containing stuttering. Fifty-four data were extracted, and twenty of which will be discussed in this chapter. Apart from the 20 data presented on finding, can be seen in the appendix table.

All data is taken from two videos on the 'Ascended Gaming' YouTube Channel. The videos are entitled "Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival", and "Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction". The video used by the researchers is a video of Henry playing a game called Ark: Survival Evolved. This game is an action-adventure survival video game, where players must survive and adventure in search of loot and other prizes. The players of this game can choose the

characters they want, such as flying dragons, dinosaurs and customizing their characters. Moreover, this game consists of two modes, namely single player and multiplayer. Both of the videos, Henry use single player mode.

Datum 1.1:

*“All right guys, Santa’s gonna be hearing about what **any any** second now right”.*

The datum 1.1 was taken from Henry’s utterances in the video entitled *“Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival.”* The stuttering occurs when in the opening of the video. Henry just opened his video and start to playing the game Ark: Survival Evolved. He explains what game he plays and greeting to his viewers. At the same time as welcoming the viewers, he chose a character that used to play. While select a character and explain the game he played, his stutter raises.

The stutter occurs in the word “*any*.” From the context of the sentence, the word “*any*” is a quantifier. Quantifiers are adjective phrases that come before nouns and so does in this sentence. Then, the word “*any*” includes stuttering because the word “*any*” in the sentence is repeated twice and quickly. From the context, it categorized as **repetition**. The repetition he does is repetition of all the word “*any*.” Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. It is just because his

focus is divided into two; choosing players and greeting to viewers. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words.

Datum 1.2

*“Boom! Then this! Raptor claws, alright guys, time to get the loots. Come on loot. This is why I got 2000 stamina **on on** my a casual”.*

The datum 1.2 was taken from Henry’s utterances in the video entitled *"Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival."* The next from the video show that Henry chose dragonfly as his character on the game. Henry talks to his viewers again and the dragonfly fly over the land of the game. Suddenly, there is a notification that said: *“Raptor claws arrived”*. It means that it is time to get loot. Henry told the viewers that he got stamina when he gets the loot. When he is in spirit to look for the loot, the second stutter occurs.

The stutter occurs in the word *“on.”* From the context of the sentence, the word *“on”* is a preposition. The preposition *“on”* in this sentence occurs before possessive pronoun. Then, the word *“on”* includes stuttering because the word *“on”* in the sentence is repeated twice and quickly. From the context, it categorized as **repetition**. The repetition he does is repetition on one syllable *“on.”* Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. It is just because his focus is divided into two; focusing on notification and explaining viewers. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words.

Datum 1.3

*“Look these gorgeous things here, look at this event wvyerns guys, I mean spliff he is not an absolute air right now. Check these things out. **Gold wings with the red gold wings yeah with the red spy in green body move**”.*

The datum 1.3 was taken from Henry's utterances in the video entitled *"Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival."* The game was still in the beginning, and Henry got his loot. Because he got the loot, he is very happy. So that, he tried to tell the viewers how was his feeling. After got the loot, the spliff appeared. Henry charged the energy of his dragonfly and started to explained the situation on video. In the middle of explanation, his stutter occurs.

The stutter occurs on the words *“gold wings.”* From the context of the sentence, the word *"gold wings"* is a phrase. The phrase *“gold wings”* contain adjective and noun. Gold is an adjective, and the wing is a noun. The noun phrase *“gold wings”* in this sentence occurs before preposition. Then, the word *“gold wings”* includes stuttering because the words *"gold wings"* in the sentence is repeated twice and quickly. From the context, it categorized as **repetition**. The

repetition he does is repetition of all the words "*gold wings*." Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. It is just because his focus is divided into two; charging his character of the game and explaining viewers. Not to mention, the stutter occurs because Henry felt excited of the loot he got. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words.

Datum 1.4

"Best way to do is-is p-put both coal and mistletoe inside of it."

The datum 1.4 was taken from Henry's utterances in the video entitled "*Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival*." The game still played. Henry got mistletoe and charcoal. Then, he continued to flies along the land. While he flies along the land, he sees a green prize, and he come up to see what the inside of the prize. He told viewers that he got elegant dust *cryopod*. Also, he told viewers that he wants to put the mistletoe and charcoal on the inside that will be the saved place. Before finished the explanation, Henry's stutter occurs.

The stutter occurs in the word "*is*." From the context of the sentence, the word "*is*" is a to be. The to be "*is*" used for singular subject. The to be "*is*" here is used as to be that occur before verb. So that, it is has meaning as a to be of

singular subject of “*best way.*” Then, the word “*is*” includes as stuttering because the word “*is*” in the sentence is repeated twice and quickly. From the context, it categorized as **repetition**. The repetition he does is repetition on one syllable “*is.*” Moreover, the stutter that appears in the sentence is located in the beginning of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. It is just because his focus is divided into two; opening the prize that he got and explaining viewers. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of “*is.*”

Datum 1.5

*“So, I just **put put** the the mistletoe like in front of it with it.”*

The datum 1.5 was taken from Henry’s utterances in the video entitled “*Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival.*” The next from the video, the dragonfly flew over the map. Suddenly, a viewer namely Patrick gave the donation to Henry about \$2. Henry was surprised and happy. He was grateful and said thankyou to Patrick with very enthusiastic. After that, Henry said that he just put the mistletoe and the charcoal inside of place that he found to keep it save. While explained it, his stutter occurs.

The stutter occurs in the word “*put.*” From the context of the sentence, the word “*put*” is a verb. The word “*put*” here is a verb that occur before the article and the noun. Then, the word “*put*” includes stuttering because the word “*put*” in the sentence is repeated twice and quickly. From the context, it categorized as **repetition**. The repetition he does is repetition on one syllable “*put.*” Moreover, the stutter that appears in the sentence is located in the beginning of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. Henry was in surprised because a viewer gives the donation to Henry. So that, Henry was excited to say some words. It would be the reason why the stutter occurs on Henry in this situation. Henry gets difficulty to pronounce words and finish the sentence he wants. He tried to control his utterance but he cannot and then stutter occurs. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of “*put.*”

Datum 1.6

*“now I was told to put the charcoal and mistletoe on the Gotcha at the same time, but after **d-d-d-doing** it I’m not sure.”*

The datum 1.6 was taken from Henry’s utterances in the video entitled “*Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival.*” In the middle of the video, the dragonfly that Henry used to play gets the loot again. Besides, he also gets mistletoe and charcoal. After he puts the mistletoe and the charcoal he looks like not too sure. Then he takes his mistletoe

and the charcoal. To get the charcoal and mistletoe, the dragonfly has to stay and take a rest in minutes. Henry explained to the viewers that he did not know how long it takes, so he would not do that on stream at that time because he would have got snipped. While he explained it, his stutter occurs.

The stutter occurs in the word “*doing*.” From the context of the sentence, the word “*doing*” in the sentence is a verb. The irregular verb of “*doing*” here is “*do*.” The verb of “*doing*” appears before adverb. In this sentence, the word “*doing*” occur before pronoun that refers to the activity of putting the mistletoe and the charcoal. Then, the word “*doing*” includes stuttering because the word “*doing*” in the sentence is prolonging about 3 seconds at the vowel “*d*.” From the context, it categorized as **prolonged vowel**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. It is just because his focus is divided into two; taking rest for his character and explaining to the viewers. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of “*doing*.”

Datum 1.7

*“I’m not so sure exactly. How what the correct combination **but all but all in but all** I know is this you get the charcoal and the mistletoe from the Santa p-p-p-presents.”*

The datum 1.7 was taken from Henry’s utterances in the video entitled “*Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP*”

Ark Survival." The dragon flies over the cliffs and suddenly there is another dragonfly. Henry did not know why there was another dragonfly. This another dragonfly looks like want to snap Henry. So that, Henry jumps off to avoid the snap and he burn the enemy. After that, he got the loot again and he was so happy. Then, Henry needs to back to the base because he is so slow. He explained his condition at that present while waiting his energy full and ready to used. In the middle of explanation, his stutter occurs.

The stutter occurs in the words "*but all.*" From the context of the sentence, the phrase "*but all*" contains conjunction and adjective. The word "*but*" here stands as a conjunction. The word "*all*" is an adjective because the word "*all*" is used to introduce a noun in a sentence. Then, the words "*but all*" include as stuttering because the word "*but all*" in the sentence is repeated three times and quickly. From the context, it categorized as **repetition**. The repetition he does is repetition of all the words "*but all.*" Moreover, the stutter that appears in the sentence is located in the beginning of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. Henry was excited and lost his control to predict his utterance he wants to say so that Henry cannot control his utterance and makes the stutter occur again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of "*but all.*"

Datum 1.8

*“I’m not so sure exactly. How what the correct combination but all but all in but all I know is this you get the charcoal and the mistletoe from the Santa **p-p-p-presents.**”*

The datum 1.8 was taken from Henry’s utterances in the video entitled *"Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival."* Henry needs to back to the base because he is so slow. He explained his condition at that present while waiting his energy full and ready to used. In the middle of explanation, his stutter occurs.

The stutter occurs in the word *“presents.”* From the context of the sentence, the word *“presents”* that occurs in a prolonged vowel stands as an adjective. The word *“presents”* occurs after the noun in this sentence. Then, the word *“doing”* includes stuttering because the word *“presents”* in the sentence is prolonging about 3 seconds at the vowel *“p.”* From the context, it categorized as **prolonged vowel**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. Henry was excited and lost his control to predict his utterance he wants to say so that Henry cannot control his utterance and makes the stutter occur again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of *“presents.”*

Datum 1.9

*“Never been able to access a wild Dino **emm** inventory.”*

The datum 1.9 was taken from Henry's utterances in the video entitled "*Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival.*" The dragonfly still charges the energy that takes several times. Henry still in his explanation of dragonfly's condition that presents. He was not sure about the inventory things. While explaining about the inventory, his stutter occurs.

The stutter occurs before the word "*inventory.*" From the context of the sentence, the sound of "*emm*" was added before a noun. In the middle of the phrase "*a wild Dino inventory,*" Henry added the sound of "*emm*" in two seconds. This addition was included as stuttering because he experienced poor speech and tried to finish the following words' continuity. From the context, it categorized as **interjection**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. Henry explained the inventory in relax because he was waiting for the energy to full. He is not in hurry, but he still cannot predict his utterance that makes his stutter occurs. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say.

Datum 1.10

"It says that that it will give a Dino 5% *M-move movements me movement speed* boost."

The datum 1.10 was taken from Henry's utterances in the video entitled *"Epic Loot- Raptor Santa and Gotcha Winter Wonderland- Official PvP Ark Survival."* At the end of the video, Henry explained to the viewers that he puts the mistletoe and the charcoal; and within 20 seconds, the dragonfly sat down, and he is popping out crystals. The crystals earned by the dragonfly mean that he got some holiday gears. He was in the vibrancy of getting two crystals and gears, and his stutter occurs.

In the context of the sentence, the word *"movement"* is a noun. Henry had a hard time ending his sentence. The word *"movement"* became repeated because it could not correct the phrase in the sentence. The word *"movement"* is repeated several times quickly, and he tried to finish the word he would say. He had to repeat the word *"movement"* hardly. The type of stuttering that occurs in the sentence is the **repetition of all the word** *"movement."* Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. The dragonfly that he used as the character is taken a rest to boost his energy and speed. There is no enemy who will snap at him. This condition is actually not a bad condition that makes people pressured or rushed into the game. But in reality, even in these conditions Henry can't predict the sentence he uttered. People with stutters do prediction to their utterances he wants to say, but Henry does not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say.

Datum 2.1

“One being crazy element which we will talk about ***in-in*** *an-n-n-nother* video.”

The datum 2.1 was taken from Henry’s utterances in the video entitled “Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction.” The video has just open. In this video, Henry chose a bird as his character of the game. The background showed that the bird flew over the maps and passing some enemies there. At that time, he said that in this video he will talk about purple skies drop. Besides, he also explained the next plans of the video he will take; and the stutter occurs.

The stutter occurs in the words “*in*.” From the context of the sentence, the word “*in*” here stands as a preposition. The word “*in*” located before adjective and after adverb. Then, the word “*in*” include as stuttering because the word “*in*” in the sentence is repeated twice and quickly. In addition, after the repetition of the word “*in*,” Henry also got difficulty to say the word comes after “*in*.” From the context, it categorized as **repetition**. The repetition he does is repetition of one syllable “*in*.” Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It occurs because his focus is divided into two; focusing to pass the enemies and explaining to the viewers, so that he cannot do prediction to his utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words “*in*”.

Datum 2.2

*"These things have the craziest amount of loot not **n-n-normally**."*

The datum 2.2 was taken from Henry's utterances in the video entitled *"Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction."* The background of showed that the bird flew over the maps and seen the enemy. Suddenly, there is a notification said *"you are being targeted by a Flockl,"* as known as his enemy and he fight with the enemy he seen. At the same time, he explained the viewers about his plan of game for the next video. Then, his stutter occurs.

The stutter occurs in the word *"normally."* From the context of the sentence, the word *"normally"* that occurs in a prolonged vowel stands as an adjective. The word *"normally"* occurs after adverb in this sentence. Then, the word *"normally"* includes stuttering because the word *"normally"* in the sentence is prolonging about 3 seconds at the vowel *"n"* and he got difficulty to say the word *"normally"* well. From the context, it categorized as **prolonged vowel**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is might because of he is under the game's intimidation. Henry was fought with the enemy and lost his control to predict the utterance he wants to say, so that the stutter occurs again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. Then, He get difficulties to say the word of *"normally."*

Datum 2.3

“So right here we got our ice titan and we and our allies actually came over with their *d-desert t-t-time*.”

The datum 2.3 was taken from Henry’s utterances in the video entitled “Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction.” The video showed the character flew over the maps. About five seconds flew, the enemies come and Henry has to fight the enemies. At the same time, Henry explained that with the purple drop we could go to the level as far as we can. While explaining, Henry’s stutter occurs.

The stutter occurs in the phrase “*dessert time*.” From the context of the sentence, the phrase of “*dessert time*” is a noun phrase that occurs after pronoun. Then, the word “*dessert time*” includes stuttering because Henry has difficulty to say the words “*dessert time*” in the sentence, and the words are prolonging about 3 seconds at vowels “*d*” and “*t*.” From the context, it categorized as **prolonged vowel**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is might because he is under the game's intimidation and lost control the sentence. Henry was fought with the enemies and got confused to predict the utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of “*dessert time*.”

Datum 2.4

"Maybe I can slow some things down but honestly guys they do not need it at all. You can probably do this with just the ice time, maybe a couple of v-v-veloster guys."

The datum 2.4 was taken from Henry's utterances in the video entitled *"Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction."* The video showed the character flew over the maps and enemies. About five seconds flew, there is a text *"a few spikes around the drop, would help a lot also."* At the same time, Henry explained that he can probably crush the enemies with just the ice time. While explaining, Henry's stutter occurs.

The stutter occurs in the word *"Veloster."* From the context of the sentence, the word of *"Veloster"* is a noun that occurs after preposition Then, the word *"Veloster"* includes stuttering because Henry has difficulty to say the word. In addition, the word *"Veloster"* are prolonging about 3 seconds at the vowel "v." From the context, it categorized as **prolonged vowel**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is might because he is under the game's intimidation to fought the enemy who flew over him. Henry was fought with the enemies and got confused to predict the utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of *"veloster."*

Datum 2.5

"We got some crazy blueprints and crazy loot, so stick to t-t-the end to t-t-the video guys."

The datum 2.5 was taken from Henry's utterances in the video entitled *"Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction."* The video showed the character flew over the maps and fought to the enemies. In seconds, Henry got blueprints and loot. He was so happy. At the same time, Henry explained that what he got was so crazy. While explaining, Henry's stutter occurs.

The stutter occurs in the words *"to the."* From the context of the sentence, the words *"to the"* contains conjunction and article. The word *"to"* here stands as a preposition and *"the"* is an article of the noun *"video."* The words *"to the"* occurs before noun. Then, the phrase *"to the"* include as stuttering because the phrase *"to the"* in the sentence is repeated twice and quickly. From the context, it categorized as **repetition**. The repetition he does is repetition of all the phrase *"to the."* Moreover, the stutter that appears in the sentence is located in the beginning of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is might because he was in happy condition because he got some blueprints and loot. Henry was excited and lost his control to predict his utterance he wants to say so that the stutter occurs again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of *"to the"* and got his stutter.

Datum 2.6

*"Please, could you maybe hit the notification button. YouTube is so messed up with their **notif...fication**"*

The datum 2.6 was taken from Henry's utterances in the video entitled "*Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction.*" The video showed the character flew over the maps and fought with the enemies. In seconds, Henry asked viewers to thumbed up. At the same time, Henry also asked viewers to hit the notification because the YouTube's notification was so messed up. While explaining, Henry's stutter occurs.

The stutter occurs in the words "*notification.*" From the context of the sentence, the words "*notification*" here stands as an object. The words "*notification*" occurs after pronoun. Then, the words "*notification*" includes as stuttering because the words Henry got difficulty to say it. In the sentence, Henry said the word "notification" into two parts; "*notif*" and "*fication*" and got a pause or block time about seconds in the middle of the word. From the context, it categorized as **block**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say and feels under intimidation or pressure of the game. It is might because he was in in the middle of fought with the enemies. Henry was excited to fight while he asked to thumbed up his YouTube channel then he lost his control to predict his utterance he wants to say and makes the stutter occur again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of "*notification*" and got his stutter.

Datum 2.7

“Thanks for everyone who actually turned who actually turned out to watch the stream y-y-yesterday.”

The datum 2.7 was taken from Henry’s utterances in the video entitled *“Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction.”* The video showed the character flew over the maps and fought with the enemies. In seconds, Henry asked viewers to thumbed up and to hit the notification because the YouTube’s notification was so messed up. Henry also thankful to viewers who turned out and watched the stream yesterday. While being thankful, Henry’s stutter occurs.

The stutter occurs in the word *“yesterday.”* From the context of the sentence, the word of *“yesterday”* is an adverb that occurs after noun. Then, the word *“yesterday”* includes stuttering because Henry has difficulty to say the word. In addition, the word is prolonging about 3 seconds at the vowel *“y.”* From the context, it categorized as **prolonged vowel**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say. It is might because he has to crush the enemy who flew over him while talked to viewers. Henry was fought with the enemies and being surprised of the notification so that he got confused to predict the utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of *“yesterday.”*

Datum 2.8

*“If it only a news is like 5k everyone’s push it. We’re gonna push it. There is a Pokemon. **I-I** mean **I** mean I think we might have to I mean.”*

The datum 2.8 was taken from Henry’s utterances in the video entitled *“Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction.”* The video showed the character flew over the maps and fought with the enemies. In seconds, Henry explained that if 5k everyone’s push the enemies, then he will push it. Suddenly, the Pokemon occurs and he said that he might have to push the Pokemon too. While talking about the Pokemon, Henry’s stutter occurs.

The stutter occurs in the words *“I.”* From the context of the sentence, the word *“I”* here stands as a pronoun. The word *“I”* located before verb. Then, the word *“I”* include as stuttering because the word *“I”* in the sentence is repeated several times and quickly. In addition, Henry got difficulty to finish the sentence he wants to say. From the context, it categorized as **repetition**. The repetition he does is repetition of one syllable *“I.”* Moreover, the stutter that appears in the sentence is located in the beginning of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say and feels under intimidation. It occurs because his focus is divided into two; focusing to fight the enemies and explaining to the viewers, so that he cannot do prediction to his utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words *“I.”*

Datum 2.9

*“There’s the ice one that’s **the-the** dessert one someone just hand the forest one.”*

The datum 2.9 was taken from Henry's utterances in the video entitled "*Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction.*" The video showed the character flew over the maps and fought with the titans as we know as the enemies. In seconds, Henry explained that fight with three titans will be harder and harder. Henry also explained the position of each enemies around him. While explaining the titans Henry's stutter occurs.

The stutter occurs in the words "*the.*" From the context of the sentence, the word "*the*" here stands as an article. The word "*the*" located before noun. Then, the word "*the*" include as stuttering because the word "*the*" is repeated twice and quickly. In addition, Henry got difficulty to finish the sentence he wants to say. From the context, it categorized as **repetition**. The repetition he does is repetition of one syllable "*the.*" Moreover, the stutter that appears in the sentence is located in the middle of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say and feels under intimidation of enemies. It occurs because his focus is divided into two; focusing to crush the enemies and explaining to the viewers, so that he cannot do prediction to his utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words "*the.*"

Datum 2.10

*"We should say something, she got the best **emm** job location for this."*

The datum 2.10 was taken from Henry's utterances in the video entitled *"Ark: How to Crush Purple Supply Drops for Epic Tek Loot on Extinction."* The video showed the character flew over the maps and fought with the titans as we know as the enemies. In seconds, Henry explained that he wants to stopping up for the round of game. He wants to cut the profits and said that one of the titans was got the best job location. While commentating the game, Henry's stutter occurs.

The stutter occurs before the word *"job."* From the context of the sentence, the sound of *"emm"* was added before a noun. In the middle of the phrase *"she got the best job location,"* Henry added the sound of *"emm"* in two seconds. This addition was included as stuttering because he experienced poor speech and tried to finish the following words' continuity. From the context, it categorized as **interjection**. Moreover, the stutter that appears in the sentence is located in the end of the sentence.

This stutter occurs because he cannot focus on the utterances he wants to say and feels under intimidation of the enemies. It is might because he was in in the middle of fought with the titans. Henry was excited to fight while he explained his plan to stop the round of the game. Then, he lost his control to predict his utterance he wants to say and makes the stutter occur again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties and got his stutter.

B. Discussion

In this section, the researcher discusses more detail about the data that has been found in the research finding. The discussion answers two questions which are the main problem in this study. First, the researcher answers about the types of stuttering found in Henry's speech in '*Ascended Gaming*' YouTube channel. Second, the researcher answer about the way of stuttering occurs on Henry's speech in '*Ascended Gaming*' YouTube channel. From the data analysis above, the researcher found that Henry has some types of stuttering which can be seen on the Henry's utterances. Those types are the problems that made Henry has difficulties to finish a sentence while played games and made videos.

1. The types of stuttering found on Henry's speech in *Ascended Gaming*'s YouTube?

The first discussion discusses the types of stuttering that occurs on Henry's speech. The researcher used Zebrowski's (2003) theory to categorize the stuttering. According to Zebrowski (2003), fluency disorder divided into two, namely between word disfluency and within word disfluency. Moreover, from these two parts there are also types of stuttering types namely repetition, prolonged vowels, interjection, and block.

From the data analysis, the researcher found that Henry has some types of stuttering which can be seen on the Henry's utterances. The data finding had analyzed twenty extracted data. Of the twenty data, the researcher found four types of stuttering occurs on Henry's speech in *Ascended Gaming* YouTube

channel. The types are eleven types of repetition, six prolonged vowels, two interjection and one block.

a. Repetition

The repetition occurs when the sentence is not finished with complete formation, and then a person repeats more than once on a single word. According to ASHA (2017), there are two repetitions of someone who is not stuttering. There are repeating whole words and repeating phrases. What is meant by repeating full words is saying more than once a sentence, just finishing the sentence. Moreover, what is meant by repeating phrases is to repeat the phrase than finish the sentence.

From the data analysis in research finding, the researcher found repetition type in the Henry utterances in *Ascended Gaming* YouTube channel. The researcher found that the repetition type was the dominant type of stuttering in Henry's speech from the data analysis. It can be seen on datum 1.1, 1.2, 1.3, 1.4, 1.5, 1.7, 1.10, 2.1, 2.5, 2.8 and 2.9. Those datum showed repetition of one syllable, repetition of all words, and repetition of phrases. Also, the data analysis found that the repetition of one syllable often occurs in Henry's speech. In detail, the researcher found six repetitions of one syllable, three repetitions of phrase, and two repetitions of all the words.

Repetition of one syllable is a type of stuttering in which a stutterer has difficulty completing a sentence and then repeats one syllable two or more times. Six syllable repetitions occur in datum 1.2, 1.4, 1.5, 2.1, 2.8, and 2.9. In datum 1.2, the repetition found in the word "*on*" two times. In datum 1.4, the repetition

found in the word *"is"* is two times. In datum 2.1, the repetition is found in the word *"in"* two times. In datum 2.8, the repetition found in the word *"I"* and in the datum 2.9, the repetition found in the word *"the."*

The most interesting stutter showed in datum 1.5. In datum 1.5, from the sentence *"So, I just **put put** the the mistletoe like in front of it with it"* the repetition occurs in the word *"put"* two times. This repetition is repetition of one syllable. The stutter happened when he said that he just put the mistletoe in a safe place. Henry has difficulty to finish the sentence and do repetition on the word *"put."* Not to mention, after the occurrence of stuttering the word *"put"* Henry did repetition once again on the word *"the"* two times quickly.

Repetition of a phrase is a type of stuttering in which a stutterer has difficulty completing a sentence and then repeats a phrase two or more times. The researcher found three repetitions of the phrase that occurs in Henry's speech from the data analysis. It can be seen in datum 1.3, 1.7, and 2.5. Two of three repetitions of phrase caused by Henry was in happy and excited about the game. One of the repetitions of phrases caused by losing his focus.

The finding showed the repetition occurs on the several phrases. In datum 1.3, the repetition occurs on the phrase *"gold wings."* In datum 1.7 and 2.5, the stutter occurs when Henry was excited and happy. In datum 1.7, the stutter occurs in the phrase *"but all."* It showed when Henry explained that he got the loot three times. In datum 2.5, the stutter occurs in the phrase *"to the."*

Repetition of all the words is a type of stuttering in which a stutterer has difficulty completing a sentence and then repeats a word two or more times. From

the data analysis, the researcher found two data that contains repetition of all the word. They are in datum 1.1 and datum 1.10. In datum 1.1, stuttering occurs when he has chose a character that used to play. While selecting a character and explain the game he played, his stutter rises. The repetition of all the word "*any*."

Besides, in datum 1.10, the stutter occurs in the sentence "*It says that that it will give a Dino 5% **M-move movements** me **movement** speed boost.*" Henry did the repetition of all the word "*movements*" several times. He has difficulty to finish the sentence and got stuck on the word "*movements.*" He tried to complete the sentence by saying the word several times, after he passed the word "*movements,*" he can continue to finishing the sentence.

To sum up the discussion above, Henry did repetition in all types of repetition. They are repetition on one syllable, repetition of a phrase and repetition of all the word. The most frequent repetition that occur on Henry's speech is repetition of one syllable. Moreover, the words of preposition occur frequently. Those are preposition "*in*" and "*on.*" The repetition frequently occurs in the middle of the sentence.

b. Prolonged vowels

This dysfluency is usually unconsciously or unintentionally carried out by the sufferer (Zebrowski, 2003). From the data analysis in research finding, the researcher found prolonged vowel in the Henry's utterances in *Ascended Gaming* YouTube channel. The prolonged vowel is the second type that frequently occurs in Henry's speech. From the data analysis, the prolonged vowel found in six data. They are in datum 1.6, 1.8, 2.2, 2.3, 2.4, and 2.7.

The discussion discusses prolonged vowels that found in the finding. In the datum 1.6, the stutter occurs in the word *“doing.”* It is prolonging about 3 seconds at the consonant *“d.”* In the datum 1.8, the video showed Henry needs to back to the base because he is so slow. The stutter occurs in the word *“presents.”* in the sentence and prolonging about 3 seconds at the consonant *“p.”* In the datum 2.2, prolonged consonant occurs in the consonant *“n”* in the word *“normally.”* In the datum 2.3, prolonged consonant occurs in the consonant *“d”* and *“t”* on the phrase *“dessert time.”* In the datum 2.4, prolonged consonant occurs in the consonant *“v”* on the word *“Veloster.”*

In the datum 2.7, from the sentence *“Thanks for everyone who actually turned who actually turned out to watch the stream y-y-yesterday,”* the stutter occurs. Prolonged consonant occurs in the consonant *“y”* in the word *“yesterday.”* Prolonged vowel occurs about three seconds. In spite of *“y”* is a consonant and not a vowel, the prolonged consonant is still a stuttering type.

In short, from the six datum that contain prolonged, all of them was prolonged at the consonant. As explained above, prolonged consonant includes stuttering. It happens because people with stutter get difficulties to finish alphabet, syllable, word, phrase or sentence. Consonant includes alphabet so that it called as prolonged consonant and one of stutter’s type. Moreover, from all the datum discussed above, prolonged consonant occurs on Henry’s speech in the beginning of words.

c. Interjection

According to ASHA (2017), an interjection is adding a sound or word. This interjection is an interruption when someone is tense, doubtful, or afraid. From the data analysis in research finding, the researcher found interjection in the Henry utterances in *Ascended Gaming* YouTube channel. The interjection is the third type that frequently occurs in Henry's speech. From the data analysis, the interjection found in two data. They are in datum 1.9 and 2.10. All of them occurred while Henry explaining the condition of game's area.

In datum 1.9, the stutter occurs in the sentence "*Never been able to access a wild Dino **emm** inventory.*" The interjection "**emm**" is sounded in two seconds. In datum 2.10, the stutter occurs in the sentence "*We should say something, she got the best **emm** job location for this.*" In the middle of the phrase "*she got the best job location,*" Henry added the sound of "**emm**" in two seconds. According to ASHA (2017), this addition was included as stuttering because he experienced poor speech and tried to finish the following words' continuity.

In short, block, as the types of stutter, found in Henry's speech. It appeared in the middle of the sentence. He got difficulty to finish the sentence so that the interjection occurs. All the datum showed that the interjection found in Henry's speech was the sound "**emm**" in seconds. The sound "**emm**" appeared before noun of the sentence.

d. Block (Silent Pause)

Disfluency occurs when a sufferer suddenly stops speaking and is unable to continue his sentence. The patient is unable to continue the sentence usually

because he thinks about what to say next. From the data analysis in research finding, the researcher found prolonged vowel in the Henry utterances in *Ascended Gaming* YouTube channel. The block is the fourth type that occurs in Henry's speech. From the data analysis, the prolonged vowel found in a data. It found in datum 2.6.

In the datum 2.6, the block occurs in the sentence *"Please, could you maybe hit the notification button. YouTube is so messed up with their notif...fication."* Before the sentence occur, the video showed the character flew over the maps and fought with the enemies. In seconds, Henry asked viewers to thumbed up. At the same time, Henry also asked viewers to hit the notification because the YouTube's notification was so messed up.

The block occurs in the word **"notification"** includes as stuttering because the words Henry got difficulty to say it. In the sentence, Henry said the word **"notification"** into two parts; **"notif"** and **"fication"** and got a pause or block time about seconds in the middle of the word. According to ASHA (2017), this stutter occurs because he cannot focus on the utterances he wants to say. It might because he was in the middle of fought with the enemies. Henry was excited to fight while he asked to thumbed up his YouTube channel then he lost his control to predict his utterance he wants to say and makes the stutter occur again. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word of **"notification"** and got his stutter.

To sum up, the researcher found a datum that showed block as the type of stuttering. The block occurs in the word **"notification"** that stand as the noun of

the sentence. It appeared in the end of the sentence and happened in the middle of the word.

e. Circumlocution

Circumlocution is the replacement of words to avoid pronouncing a sentence that causes stuttering to appear. the most common cause is in children who are under bullying or who have difficulty speaking. The main features are usually seen in the facial muscles and mouth movements. Children who are tense will usually make a gasping voice and stifled (Eka, 2010 in Saragih 2018).

From the data analysis in research finding, the researcher did not find circumlocution in the Henry utterances in *Ascended Gaming* YouTube channel. There are several reasons that caused the circumlocution does not occur in the Henry's speech. Firstly, it is because he is not children, as we know that the most common occurrence of circumlocution is in children. Second, he is not a people under bullied. Moreover, when Henry speaks, the gestures of his body and facial muscles do not indicate a circumlocution in his speech.

The result of the analysis can be seen in figure 1.

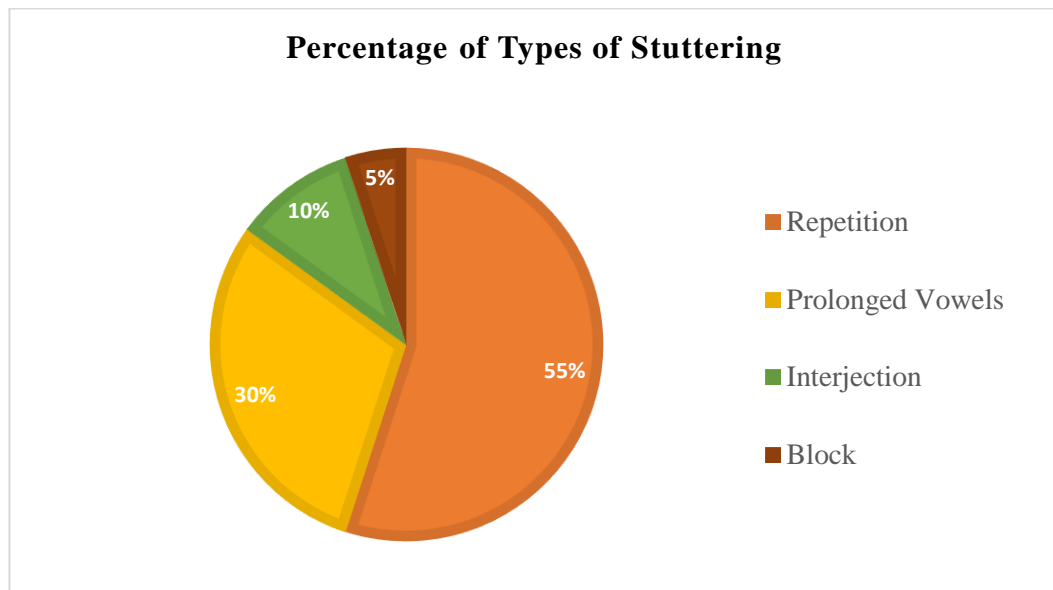


Figure 1 Types of Stuttering occurred in Henry's Speech

2. The appearance of stuttering on Henry's speech in *Ascended Gaming's* YouTube channel

The second discussion discuss about the way of stuttering occurs on Henry's speech in 'Ascended Gaming' YouTube channel. The discussion uses Stuttering Research and Treatment Trust (START), (2019) theory. People with stutter has a less effective speech system to begin with. Stuttering is not caused by emotions, but they can exacerbate it. People with stutter who excited, exhausted, or stressed, or when they lost of focus, rushed, and pressured; speech flow becomes much more difficult and stuttering may become worse (START, 2019). From the data analysis the stuttering appeared in Henry's words for several reasons. They were lost of focus playing the game, under pressured of the enemy and surprised and excited at something that made him lose his words.

The most frequent reason that made stuttering occurs on Henry's speech is loss of focus while playing the game. In the whole of videos, Henry explained

what happened in the game. He did it while playing game. It makes Henry cannot just focus in the game and lost his control to his speech. This reason occurs in datum 1.1, 1.4, 1.6, 1.8, 1.9, 1.10, 2.1, 2.2, and 2.4. Most of them, loss of focus occurs because Henry cannot just concentrate to the game and the focus divided into two.

From those datum, the researcher discusses several examples. In datum 1.1, stuttering occurs when he has chosen a character that used to play. While selecting a character and explain the game he played, his stutter rises. The stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. It is just because his focus is divided into two; choosing players and greeting viewers. In datum 1.4, Henry's focus divided into two; opening the prize that he just got and explaining to viewers. In datum 1.6, the video showed the dragonfly that Henry used to play gets the loot again. Besides, he also gets mistletoe and charcoal. After he puts the mistletoe and the charcoal he looks like not too sure. While he explained it, his stutter occurs.

The second frequent reason that caused stuttering occurs on Henry's speech is surprised or excited. This reason found in datum 1.2, 1.3, 1.5, 1.7, 2.5, and 2.7. The discussion of those datum can be seen in several examples. In datum 1.2, the video showed that Henry was choosing dragonfly as his character on the game. Henry talks to his viewers again and the dragonfly fly over the land of the game. Suddenly, there is a notification that means it is the time to get loot. Henry told the viewers that he got stamina when he gets the loot. The stutter occurs because he cannot focus on the utterances he wants to say and excited to get the

loot. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the words.

The second example comes from datum 1.3. In datum 1.3, the game was still in the beginning, and Henry got his loot. Due to he got the loot, he was very happy. So that, he tried to tell the viewers how was his feeling. After got the loot, the spliff appeared. Henry charged the energy of his dragonfly and started to explaining the situation on video. In the middle of explanation, his stutter occurs. The stutter occurs because he was excited and surprised of the loot he got.

The third example comes from datum 1.5. in datum 1.5, the dragonfly flew over the map. Suddenly, a viewer namely Patrick gave the donation to Henry about \$2. Henry was surprised and happy. He was grateful and said thankyou to Patrick with very enthusiastic. After that, Henry said that he just put the mistletoe and the charcoal inside of place that he found to keep it save. While explained it, his stutter occurs. The stutter occurs because he cannot focus on the utterances he wants to say. It is not because he is under the game's intimidation. Henry was in surprised because a viewer gives the donation to Henry. Henry was excited to say some words. He tried to control his utterance but he cannot and then stutter occurs. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word.

The last common reason of stuttering's occurrence on Henry's speech is under pressure. This reason found in datum 2.3, 2.6, 2.8, 2.9, and 2.10. The

discussion of those datum can be seen in several examples. First, in datum 2.3, the video showed the character flew over the maps. About five seconds flew, the enemies come and Henry has to fight the enemies. At the same time, Henry explained that with the purple drop we could go to the level as far as we can. While explaining, Henry's stutter occurs.

The stutter occurs in because he cannot focus on the utterances he wants to say. It is might because he is under the game's pressure and lost control the sentence. Henry was fought with the enemies and got confused to predict the utterances. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he did not predict to his utterances he wants to say and get difficulties to say the word.

The second example comes from datum 2.6. In datum 2.6, the video showed the character flew over the maps and fought with the enemies. In seconds, Henry asked viewers to thumbed up. At the same time, Henry also asked viewers to hit the notification because the YouTube's notification was so messed up. While explaining, Henry's stutter occurs.

The stutter occurs because he cannot focus on the utterances he wants to say. It is might because he was in in the middle of fought with the enemies. Henry was excited to fight while he asked to thumbed up his YouTube channel then he lost his control to predict his utterance he wants to say and makes the stutter occur again. People with stutter do prediction to their utterances he wants to say, but Henry do not do that while he played the game. He predicts to the game so that he

did not predict to his utterances he wants to say and get difficulties to say the word and got his stutter.

As an additional discussion, the researcher discusses and compare the research with others research. A research to migrants to Australia finds that the stress caused by migration combined with and exacerbated the stress caused by stuttering (Nang et al., 2019). The effect of increased stress on self-identity, the interactions of the stresses, and coping strategies/facilitators emerged as central themes. Communication abilities were harmed by stuttering and other personal variables such as spoken language(s) and accent. It means that stuttering can also be a cause of stress and have a bad impact on stutterers. Continued stress on a stutterer can cause them to become insecure and worse, they are unable to develop themselves in their surroundings. When they talk to themselves or sing or speak in unison with someone else, however, most people who stutter will speak without stuttering.

In addition, Neng, et.al (2019) explained that stuttering was a natural part of the participants' self-identity, and as such, it was impossible to separate it from any experience they had. Despite this, a range of interactions and factors relating primarily to migration have been established. Participants, regardless of their country of origin, shared their frustrations and perceptions as a result of alleged misunderstandings of stuttering by members of their families, friendship group, and/or community (Nang et al., 2019).

Different with migrants to Australia, Henry did not get bad impact of his interactions to viewers. If migrants get insecurities and unable to develop

themselves in their surroundings, Henry '*Ascended Gaming*' gets his confident by making videos on his YouTube channel and make it positive activities. In spite of his stutter occurs while he plays the game, he kept play the game and upload the videos. Moreover, there are a lot of viewers who support Henry to keep on his YouTube channel. It means that each individual who stutter has different symptoms, cause and impact.

As explained above, there are several symptoms of stuttering that common occurs. First, starting a word, expression, or sentence may be difficult. Second, extending a phrase or a collection of sounds inside a word. Third, a tone, a syllable, or a phrase is repeated. Fourth, for certain syllables or sentences, or pauses within a phrase, there is a brief pause. Fifth, if you think you'll have trouble going on to the next letter, add extra words like "um." Sixth, to produce an expression, excessive stress, tightness, or movement of the face or upper body is used. Last, anxiety about speaking Limitation of one's ability to communicate effectively. Those symptoms might be followed by rapid eyes blink, lip or jaw tremors, tics on the face, jerks of the head, and fists clenched.

Children between the ages of two and five years old are likely to stutter at some stage. This is a natural part of learning to talk for most children, and it improves over time. Stuttering that continues, on the other hand, may require treatment to improve speech fluency. Moreover, family have to pay attention to the main characteristics of stuttering that occurs abnormal for children. Reported on the web of Mayo Clinic (2017), There are six characteristics of stuttering that abnormal for children. First, it lasts for over five months. Second, occurs in

conjunction with other speech or language issues. Third, if the child gets older, it becomes more frequent or persists. Fourth, affects the ability to efficiently communicate at school, work, or in social interactions. Fifth, occurs with muscle contracting or clearly unable to talk. Last, fear or avoidance of situations where speaking is expected causes anxiety or emotional problems. If those characteristics occur, parents have to bring children to the speech language pathologists.

There are several factors might be the cause of stuttering. Anomalies in speech motor control, such as timing, sensory, and motor coordination, may be involved, according to some evidence. Genetics factors, a condition that runs in families. Stuttering tends to be caused by inherited (genetic) defects. However, the following factors are thought to play a role to stuttering; the "stress" component; children's education that is too hard and strict, do not encourage children to argue or; the dominant hemisphere of the brain (hemisphere) has been damaged; neurotic causes in the family (Indah, 2017).

CHAPTER IV

CONCLUSION AND SUGGESTION

This chapter presents the conclusion and suggestion given by the researcher. The conclusion was based on the data analysis in the previous chapter. The analysis contains Henry's speech who has stutter. Based on the result of the data analysis, the researcher concluded and suggested future studies.

A. Conclusion

The researcher can conclude the following conclusions based on the data analysis obtained in this study. The research examines the types of stuttering language disorder occurs on Henry's speech in '*Ascended Gaming*' YouTube channel. Henry '*Ascended Gaming*' showed four types of stuttering based on the theory of Zebrowski (2003). Henry '*Ascended Gaming*' also showed the way of stuttering occurs his speech based on the theory of START (2019).

For the first finding, the researcher conclude that stuttering occurs on Henry's speech. The most frequent type of stuttering made by Henry is Repetition. He repeats syllable, word and phrase on his speech. The next frequent type made by Henry '*Ascended Gaming*' is prolonged consonant. Henry did not make prolonged in vowels but in consonant. The third type that frequent occurs on Henry's speech is Interjection. Henry adds the sound "*emm*" in the middle of the sentence and it called as interjection of stuttering. The fourth type that appears the least is block. The last type that could not find on Henry's speech is circumlocution.

For the second finding, the researcher concludes the way of stuttering occurs on Henry's speech. The most frequent reason stuttering occurs on Henry's speech is loss of focus. Henry cannot focus both the game and his utterance. It makes loss of control to the utterance and the stutter occurs. The second frequent reason stuttering occurs on Henry's speech is being surprised and excited. While playing the game, Henry often gets notification that makes excited and surprised. For example, he gets the notification which tell him a viewer gives donation for him. The last reason that appears the least on Henry's speech is under pressure. He was under pressure when he fought with enemies and made his stutter occurs.

B. Suggestion

In this study, the researcher found that stuttering occurs on Henry's speech. He got difficulty to pronounce syllable, word, phrase and sentence. From the finding of the research, Henry produced four types of stuttering from five types. The most frequent type occurs on Henry's speech was Repetition. Besides, this study also found the way Henry produced stuttering during game. The most frequent reason that made Henry's stutter occurs was loss of focus. He cannot control his focus both playing game and explaining to viewers.

Therefore, the researcher suggests to students who are interested in psycholinguistics, especially language disorder of stuttering, this study can be used to give information and knowledge. This study can be used to enrich the knowledge about language disorders of stuttering in adult. Moreover, to other researchers who interest conducting research, this study can be used to help further research to explain more about stuttering.

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CURRICULUM VITAE



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APPENDIX

The types of stuttering:

I : Interjection

R : Repetition

PV : Prolonged Vowels

B : Block

C : Circumlocution

No.	Datum No.	Utterance	Stuttering				
			I	R	C	PV	B
1.	1.1	What <i>any-any</i> second now right		√			
2.	1.2	I got 2000 stamina <i>on-on</i> mine (preposition)		√			
3.	1.3	Gold wings with the red <i>gold wings with the red spy</i>		√			
4.		Mistletoe little <i>g-gilly</i> all right				√	
5.		<i>Not much-not much</i> in that one left		√			
6.	1.4	Best way to do <i>is-is</i> put both coal and		√			
7.		<i>Really appreciate-really appreciate</i> that man		√			
8.	1.5	So, I just put <i>the-the</i> mistletoe		√			
9.		Eats all <i>is that-is that</i> the same idea		√			
10.		<i>You want-you want</i> my sanity bro		√			
11.		Set <i>you punk-you punk</i> but on fire		√			
12.		I'm pretty sure <i>I would-I would</i> have got snipped		√			
13.	1.6	But after <i>d-d-doing</i> it I'm not sure				√	

14.		But <i>emm</i> it still gave me <i>emm</i> a candy	√				
15.	1.7	What the correct combination <i>but all but all</i> in <i>but all</i> I know		√			
16.	1.8	From the Santa <i>p-p-presents</i>				√	
17.	1.9	Never been able to access a wild Dinos <i>emm</i> inventory	√				
18.		What's cool <i>about these-about these</i> crystal		√			
19.		<i>It it</i> says		√			
20.		<i>That t-that</i> it will give a Dino		√			
21.	1.10	<i>M-move movements me movement speed</i> boost				√	
22.		40 turn <i>ch-charcoal</i> here (noun)				√	
23.		360 damage crossbow <i>b-blueprint</i>				√	
24.		I got a ascendant <i>emm</i> gasbag	√				
25.		You would want to use that <i>so so</i> right here		√			
26.		<i>So that's so that's</i> exactly what I'm talking about		√			
27.		Which color regions are going to be <i>c-colored (noun)</i>				√	
28.		Hopefully you can breed o the <i>of of the the</i> color (article)		√			
29.		I really hope <i>y-you</i> guys (pronoun)				√	
30.		<i>Can can</i> I go around <i>and find and find all all</i> of your Christmas loot		√			
31.		To check out our new <i>d-d-discord (noun)</i>				√	
32.	2.1	We will talk about <i>in-in an-n-nother</i> video		√			
33.		<i>B-b-but</i> what I want to talk today are the purple drop				√	

34.	2.2	The craziest amount of loot now <i>n-normally</i>				√	
35.		<i>w-with</i> the purple drop				√	
36.	2.3	With their <i>d-desert t-time</i>				√	
37.		<i>And when and w-when</i> those power combined		√			
38.		All of the corrupted <i>d-d-dinos</i>				√	
39.		Do this <i>w-with</i> just the ice time				√	
40.	2.4	A couple of <i>v-v-veloster</i> guys				√	
41.	2.5	So stick to <i>t-t-the end to t-t-the</i> video guys				√	
42.	2.6	So messed up with their <i>notif...fication</i>					√
43.		I got my sister to <i>a</i> subscribe to me	√				
44.		Thanks for everyone <i>who actually turned who actually turned</i> out		√			
45.	2.7	To watch the stream <i>y-y-yesterday</i>				√	
46.	2.8	<i>I-I mean I mean I</i> think we might have to I mean		√			
47.		Big bucks no whammies <i>big bucks no whammies</i>		√			
48.	2.9	There's the ice one that's <i>the-the</i> dessert one		√			
49.		This is <i>too-too</i> good		√			
50.		It's <i>gonna gonna</i> know it throws out		√			
51.	2.10	She got the best <i>emm</i> job location	√				
52.		You ready are <i>you ready?</i>		√			
53.		Do you like that <i>do you like that?</i>		√			

54.		<i>Let's get let's get</i> holiday		√			
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