

**THE PRAGMATIC PARTICLE “OH” IN CONVERSATION  
BETWEEN INDONESIAN GAME SHOUTCASTERS**

**THESIS**

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UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM MALANG  
2022**

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BETWEEN INDONESIAN GAME SHOUTCASTERS**

**THESIS**

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2022**

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I state that the thesis entitled “**The Pragmatic Particle “Oh” in Conversation between Indonesian Shoutcasters**” 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 references. Hereby, if there is an objection or claim, I am the only person who is responsible for that.

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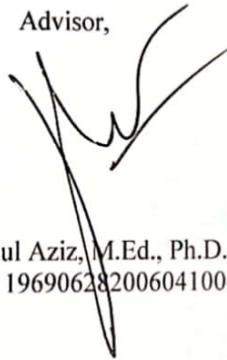
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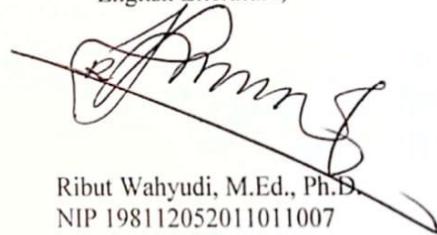
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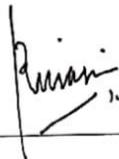
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## **MOTTO**

“We will be more valuable in the right place”

## **DEDICATION**

This thesis proudly presents to:

Myself

Moh. Akhdan AUFARIZAL IRHAMI

My beloved father,

Hamim Tohari, M.Pd.I.

My beloved mother,

Khoirul Bariyah, S.Pd.

my beloved sister,

Aura QOTRUNNADA IRHAMI

and, all of my families for the infinite love, supports, and prayers.

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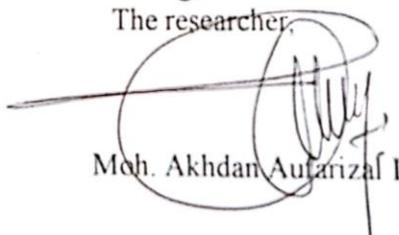
support, and always give motivation to complete this thesis; my friends in English Literature Department 2018 (GHOST) for the information and support during completing this thesis; all my best friends in BOLO MANTUL Group who always trigger me in completing this thesis and also always say many rude words but actually means kinship and motivation to complete my assignment and this thesis. The last but not least, thanks to myself, Moh. Akhdan AUFARIZAL Irhami for always maintain a good mood, work hard, and be consistent in completing this thesis.

As the researcher of this thesis entitled "*The Pragmatic Particle "Oh" in conversation between Indonesian Game Shoutcasters*", I hope this thesis will be useful for the readers and especially for the students of English Literature Department.

Malang, 10 June 2022

The researcher,

Moh. Akhdan AUFARIZAL I.



## ABSTRACT

**Irhami, Moh. Akhdan AUFARIZAL** (2022). *The Pragmatic Particle "Oh" in Conversation Between Indonesian Game Shoutcasters*. Undergraduate Thesis, Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Abdul Aziz, M. Ed., Ph. D.

Key word: *Pragmatic markers, pragmatic particle, conversation, shoutcasters*

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In a conversation, the speaker and the interlocutor aim to understand each other's utterance. The meaning of the utterance in conversation is not always conveyed explicitly through complete sentences, but also conveyed through non-proportional sentences as a signal to make the other persons understand the implicit meaning to be conveyed. The signal is a marker to convey talking points which can be called a pragmatic marker (Fraser, 1996). This study aims to investigate the form and function of pragmatic particle "oh" that appears in conversations between Indonesian game shoutcasters. This study uses qualitative research methods with case study terminology. The data source used in this study is a video conversation between Indonesian game shoutcasters on one of the game channels on YouTube. In this study, the results showed that the pragmatic "oh" particle appeared quite a lot, namely as many as twenty-four occurrences. For the form, it appears more in turn - initial and in the first position as the opening conversation. In terms of function, the "oh" particle mostly functions as an initiation to open a new topic to be discussed which follows to the many forms of the "oh" particle that appears at the beginning of the conversation. Moreover, the particle "oh" functions as an attractor to the interlocutor's attention to focus on the point that the speaker wants to convey, as a sign to give suggestions and opinions, also as a sign of surprise at the information given by the interlocutor.

## مستخلص البحث

إرحامي، محمد أخدان أوفاريزل. (2022). التداوليات الجسيمات "أوه" في المحادثات بين مذيي الألعاب الأندونيسيي. البحث الجامعي. قسم الأءب الإنجليزية، كلية العلوم الإنسانية. جامعة مولانا مالك إبراهيم الإسلامية الحكومية مالانج. المشرف الدكتور عبدل عزيز، الماجيستير.

الكلمات الأساسية: علامة التداولية، جسيم عملي، محادثة، مذيي

في المحادثة، يهءف المتحدث والمءاور إلى فهم كلام الآخر. لا يتم دائما نقل معنى الكلام في المحادثة صراحة من ءلال ءمل كاملة، ولكن يتم نقله أيضا من ءلال ءمل ءير متناسبة كإشارة لءعل المءاور يعني أنه لا معنى له. الإشارة هي علامة لنقل نقاط الحديث والتي يمكن أن تسمى علامة التداولية (Fraser، 1996). يهءف هذا البحث إلى التحقق من شكل ووظيفة الجسيم التداولي "أوه" الذي يظهر في المحادثات بين مذيي الألعاب الإندونيسية. يستخدم هذا البحث هو طرق البحث النوعي مع مصطلحات دراسة الحالة. مصدر البيانات المستخدم في هذا البحث هو محادثة فيديو بين مذيي الألعاب الإندونيسية على إحدى قنوات الألعاب على YouTube. في هذا البحث، أظهرت النتائج أن الجسيم التداولي "أوه" ظهر كثيرا ءدا، أي ما يصل إلى أربعة وعشرين مرة. بالنسبة للنموءج، يظهر بشكل أكبر في البادئة وفي الموضع الأول كبادئ محادثة. من حيث الوظيفة، يعمل الجسيم "أوه" في الغالب كبداية لبدء موضوع ءديد ليتم مناقشته، والذي يتبع من الأشكال العديدة للجسيمات "أوه" التي تظهر في بداية المحادثة. إلى ءانب ذلك، يعمل ءزء "أوه" كءذب لاهتمام الشخص الآخر للتركيز على النقطة التي يريد المتحدث نقلها، كإشارة لإعطاء اقتراحات وآراء، وكعلامة على مفاءة المتحدث.

## ABSTRAK

**Irhami, Moh. Akhdan AUFARIZAL** (2022). *Partikel Pragmatik “Oh” dalam Percakapan antar Shoutcaster Permainan Indonesia*. Skripsi, Program Studi Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Dosen Pembimbing: Abdul Aziz, M. Ed., Ph. D.

Kata Kunci: *Penanda pragmatik, partikel pragmatik, percakapan, penyiar*

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Dalam sebuah percakapan, pembicara dan lawan bicaranya bertujuan untuk saling memahami ucapan satu sama lain. Makna ucapan dalam percakapan tidak selalu disampaikan secara eksplisit melalui kalimat yang lengkap, tetapi juga disampaikan melalui kalimat non proporsional sebagai sinyal untuk membuat lawan bicara mengerti makna implisit yang ingin disampaikan. Sinyal tersebut merupakan sebuah penanda untuk menyampaikan poin pembicaraan yang mana dapat disebut sebagai penanda pragmatis (Fraser, 1996). Penelitian ini bertujuan untuk menginvestigasi bentuk dan fungsi dari partikel pragmatik “oh” yang muncul dalam percakapan antara penyiar game Indonesia. Penelitian ini menggunakan metode penelitian kualitatif dengan terminologi studi kasus. Sumber data yang digunakan dalam penelitian ini berupa video percakapan antara penyiar permainan Indonesia yang ada pada salah satu kanal game di YouTube. Penelitian ini menunjukkan hasil bahwa partikel pragmatik ”oh” cukup banyak muncul yaitu sebanyak dua puluh empat kemunculan. Untuk bentuk kemunculannya lebih banyak pada kata awalan dan pada posisi pertama sebagai pembuka percakapan. Dari segi fungsi, partikel “oh” paling banyak berfungsi sebagai inisiasi untuk memulai sebuah topik baru untuk dibahas dimana mengikuti dari banyaknya bentuk partikel “oh” yang muncul pada bagian awal percakapan. Selain itu, partikel “oh” berfungsi sebagai penarik perhatian lawan bicara agar berfokus pada poin yang ingin disampaikan oleh pembicara, sebagai tanda untuk memberikan saran dan pendapat, dan sebagai tanda keterkejutan atas informasi yang disampaikan oleh lawan bicara.

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## **CHAPTER I**

### **INTRODUCTION**

This chapter covers the elaboration of background of the study, research question, significance of the study, scope and limitation, and also the definition of key terms.

#### **A. Background of the Study**

In communicating or in conversation, the speaker and the interlocutor aim to understand the meaning of each other's utterances. A communication can be called successful when the speaker and the interlocutor get a mutual understanding about the meaning of each other's utterance and get a point on what is being conveyed. The utterances meaning in communication is not always conveyed explicitly through complete sentences, the speaker sometimes also uses a non-propositional sentence as a signal as a response or to make the other person understand the implicit meaning to be conveyed. These signals are markers to communicate and give an information in a speech process in a conversation which can be considered as pragmatic markers (Fraser, 1996). In order to encode information and communication signals, sometimes the speaker is not aware of when speaking them, but is accessed automatically in processing (Rubio-Fernandez, 2020).

There are so many books and research articles use different terms that refer to pragmatic markers, such as pragmatic particle (Wouk, 1999), discourse markers (Schriffin, 1987; Schourup, 1999), and discourse particle (Aijmer, 2002; Siegel, 2002). However, with so many different terms, this study uses the term

“pragmatic particle” because this study examine the single word 'oh' so that it prefers the term 'particle' rather than 'marker' when discussing the use of single uninflected elements of language which is more have a functional meaning (Heritage & Sorjone, 2018). ‘Particle’ focusing on small words that are not inflected and only loosely integrated into the sentence structure (Fischer, 2006).

The pragmatic particle "oh" is interesting to study because "oh" is a single word that does not have a specific lexical meaning and the dictionary also does not explain the specific meaning of "oh", but this particle can have a pragmatic meaning when it is placed in specifically part in a sentence and it's followed by additional elements or words with the same intonation contour (Heritage, 1998). The type of sentence also provides a significant description of the function and pragmatic meaning of the particle because the type of sentence can indicate the type of speech act of the particle. For example, the use of the particle 'kan' in an interrogative sentence can indicate a "confirmation" Wouk 1998 (Irham, 2018).

The word "oh" is sometimes also interpreted as an interjection, where the interjection is a word spoken by the speaker to express the speaker's current mentality which also serves to attract attention in responding to statements or questions from the other persons. In terms of pragmatics, interjection is referred to as context bound linguistic signs that are spoken or appear in certain very specific situations (Ameka, 2006). With its function as an expressive word to attract the attention of the interlocutor, interjection can stand alone or in a one sentence to give meaning as an expression of the speaker who pronounces it. The example

such as the word *ouch*, where only one word can be interpreted or indexed that the speaker experiences a sudden and deep pain.

According to Ameka (2006), Interjection is divided into two classes, namely primary interjection and secondary interjection. Primary interjections are small words or single words made by the speaker himself and do not have a word class, for example *gee!*, *ups!*, *hem!*, and *et cetera*. Interjection secondary are words that have semantic independent value but can be used as conventional speech to express mental attitudes or circumstances, for example *help!*, *fire!*, *bother*, *etc*. The word "oh" itself can also be used as an interjection when hearers express their emotions after agreeing the information given. Therefore, hearers use the word "oh" when they agree the statement or information they get from the other person. Particle "oh" as interjection and as pragmatic particle have almost the same position or function, only if pragmatic particle "oh" cannot stand alone like interjection which can have meaning if it stands alone, while pragmatic particle must have a specific place in a sentence, or its meaning depends on the sentence that follows it.

Interestingly, the particle "oh" is also a particle that is not used only in English. There are some languages that also use the particle "oh" in the conversation. Although not all languages use the writing of "oh" like "Ah", "O", and *et cetera*, but the meaning contained remains the same as the meaning of "oh", only different in the choice of words. The particle "oh" is not only used in English, but is also used in several other languages although not always in the format of the word "oh" but depending on the language used.

The particle "oh" is considered as a universal word because universal word is a word that never has more syllables in any language, or can be said to have a writing structure with the same syllable length. Then, the word can be said to be universal because it has the same vowels and consonants. These similarities of the words do not occur just by chance (Dingemans, 2013). From these examples and explanations, it is very important that the particle "oh" which is a word that is considered a universal word where in all languages, the word "oh" has the same number of syllables and is never more or less different. "Oh" also has the same vowels and consonants in every language. Although the writing is different, some are "oh", some are "ah" the pronunciation is the same and has the same sense.

In addition to the pragmatic meaning, according to Heritage (1998), "oh" in the preface or in answering a question is an expression from the point of view of answering questions that are problematic in their relevance and presuppositions. The preface of particle "oh" is a word used to show a response of reluctance to advance the topic of conversation to the questioner. Particle "oh" most often appears or is used at the beginning of a sentence, whether it is in English or another language, as seen in the examples of Spanish and French conversations given above. The particle "oh" will appear on the turn-initial when used to answer a question. "oh" appears to indicate an agreement or accepted to a statement or noticing a statement, therefore it is often used in turn-initials in response to statements made by the other person. Not only in answering questions, the particle "oh" does appear more often in turn-initials, but the particle "oh" is followed by a word or sentence after it so that it can have a pragmatic meaning

(Heritage, 1998). Based on Heritage (2013), the particle "oh" can appear in three positions, those are turn-initial, turn-medial, and turn-final, but according to (James, 1972, 1974), particle "oh" can only appears on turn-initial and turn-medial. The difference in the appearance of "oh" depends on what function the speaker wants to give which of course refers to the semantics and the place where it occurs. In essence, many argue that "oh" can appear in all three sequences, but the most predominately explain that particle "oh" is most often used in turn-initials.

This research is worth researching because it can determine the function of the *particle "oh"* in conversations carried out by Indonesian game shoutcasters where the particle "oh" not only appear after a question utterance, but also after statement that are said by the shoutcasters. The conversation occurs between the shoutcasters very quickly with a scream so that it often provides explicit information to the audience when explaining game events (Robertson, Kokkinakis, Hook, Kirman, Block, Ursu, Olarewaju, 2021). In giving such an explicit message, shoutcasters will definitely use and place the particle "oh" in their conversation. Many conversations between Indonesian game shoutcasters use declaratory sentences which require a response from the interlocutor to create vibes in the ongoing esports competition. Then it is also added with the provision of information - information given by shoutcasters to the audience, automatically other shoutcasters who act as interlocutors must provide validity or correct information if there is an error, in which the particle "oh" often appears to respond to the information.

In Indonesia, game tournaments or E-Sports are very crowded with fans and many are enthusiastic to watch. On the suara.com page published on February 4, 2022, it contains news that the number of viewers and the popularity of games in Indonesia in 2021 is more than in other countries. Moreover, the particle "oh" often appears and is often used by Indonesian shoutcasters as a code or signal, especially to give fun vibes in guiding a game. Those make the researcher interested in studying the particle "oh" in the conversation Indonesian game shoutcaster which is the most watched in the world and the use and appearance of the particle "oh" that is used and appear more often than the other particles.

In a game, shoutcasters talk about the information contained in the games they comment on. With shoutcasters, it makes the audience which watch the game listen more and get the vibes in the games they watch (Penney, Dogde, Anderson, Hilderbrand, Simpson, Burnett, 2021). Therefore, by commenting following the flow of the game, the shoutcaster carries out conversations that sometimes use words or sentences as codes to reach the audiences' attention especially in the use of the word "oh" is also often used by shoutcasters to express feelings or in starting and answering a statement to the interlocutor.

Mirko: The first we have 3 match, remember they were the finalist in season 6.

Etherna: Oh, okay it's going to be really interesting today's match.

The particle "oh" appears at the beginning of a word or turn initial used by shoutcasters to start their turn to speak. The particle "oh" in the example of the Indonesian game shoutcaster conversation is a response to the utterance of the

other persons. Mirko made an initiating sequence that made Ethernal respond to Mirko's utterance. Ethernal's actions responded to the truth of the information stated by Mirko. But not all "oh" in Indonesian shoutcasters have the same function.

The particle "oh" in Indonesian conversation, especially in game shoutcasters, is often used or appears at the beginning of a sentence. Although not all of them appear at the beginning of the sentence, the particle "oh" that often appears occurs because there are things that affect which usually occurs because of culture or speaking habits in conveying sentences by Indonesian speakers. As described by Wouk (1998) in his article on the particle *kan*. Wouk explained the fact that Indonesia upholds culture and also the values of politeness when speaking. The particle that usually appears at the end of a sentence in Indonesian conversation, apart from being a tag question that combines opinions or knowledge between speakers, the particle also shows the building of solidarity.

Likewise, what happened to the particle "oh", where the particle "oh" which often appears at the beginning of the sentence indicates that the other person agrees with the information provided by the speaker. Saying the particle "oh" at the beginning of the sentence is one of the cultures of Indonesian speakers who uphold the values of politeness and solidarity. The value of politeness is seen from the pronunciation of the particle "oh" at the beginning which respects the statement or information given by the other person while agreeing to the information provided. Then the value of solidarity lies in the acceptance of the information conveyed. The particles *kan* and "oh" belong to the same language

class, namely Austronesian so that the cultural values inherent in them are the same.

There are so many previous studies that discuss about pragmatic particle. The most studies focus on the role of certain pragmatic particles in academic discourse, such as particle that used in a dementia sufferer (Davis, Maclagan, 2020). The study focused on the *uh* particle used by people with dementia. People with dementia themselves find it very difficult to pronounce other marker particles such as *well, so, or you know*. This study uses data from conversations between students with dementia and researchers, where the particle *uh* often appears in the conversation which functions as a marker of impoliteness and politeness. The particle *uh* is used as a sign of doubt about the topic being discussed. If people with dementia feel happy with the topic being discussed, then the *uh* particle is found to be less than in the topic of discussion that makes them displeasure. In addition, the *uh* particle is also a sign of how fluency they are in speaking, when more and more *uh* appears, it can be concluded that their disfluency in speech is very prominent.

Henen (2019), research on the *ya* particle that appears in the Egyptian Arabic language film from the film *eš-šabaḥ* (The Ghost) (2007). This study investigates the functional and formal features of the construction constructed with *ya* particles. The particle *ya* is the lexical item that appears most often after the conjunction *we*. Quantitative design is used which allows the findings to be classified according to their functional and formal properties. Regarding formal features, the results show specific patterns and collocations in each functional

category. For its functional features, *ya* particles are used more as vocatives than non-vocatives. In vocative usage, the particle *ya* is found mainly for identification, activation, predication, or not real. In non-vocative usage, *ya* is found as an exclamation point.

There is a study by Gao and Tao (2021), which examines a particle adapted from Chinese *fanzheng* (反正), or in English translated as *anyway/in any case*. The particle *anyway/in any case* often appears in conversations conducted in Mandarin, which can be used in all three positions of the turn construction unit, namely initial, medial, and -final. The particle *fanzheng* or *anyway* in a conversation is considered to have evolved from an adverb into a pragmatic particle of discourse, with various intersubjective uses. Nguyen (2019), conducted a study on contrast analysis of the *well* and *so* particles that occur in the excerpt of the film Finding Nemo and its translation in Vietnamese dubbed and subtitled versions. From the research on the particles *well* and *so* in Finding Nemo, it was found that *well* tends to be omitted more often than *so* in the Vietnamese translation, while *so* seems to be an easier item whose function is usually best captured by single word equivalents. This study shows how careful analysis can help translators achieve effective and natural translations.

There is another research that focuses on the function of certain pragmatic particles in daily conversation or in regional languages, such as the research on pragmatic particles in Indonesia. Rofiq (2018) researched about pragmatic particles *sih*. Indonesian itself is described as a language that has many local languages which are often used at home or in certain associations. The language

used adapts to the situation, when it is formal, the language used is formal language, when it is in a non-formal situation, the language used is non-formal language or local language in Indonesia. In one of the local languages or non-formal languages, there is a particle of Indonesian, namely the particle *sih*. Rofiq explained that the use of particles *sih* in Indonesia has several functions. The first function is served as a contrastive marker where it is used in contrast to emphasize what the speaker did not do or did not do wrong. The second function of particle *sih* is to show an empathy for things that have happened. Furthermore, the particle *sih* illustrates to provide a sense of uncertainty and doubt about a truth that is said by the speaker. And finally, the particle *sih* can indicate emphasis or doubt about what is being discussed. For its own form, particles often appear or are used in final or final positions to provide the functions described above.

Irham (2018) study about the particle *ja'* which is a particle in the regional language in Indonesia, namely Madura, whose data source uses daily conversations in Madurese which is translated into English. The position of *ja'* is interpreted depending on the position of the turn and the order in the conversation and also where the particle *ja'* appears. *Ja'* has several functions, it cannot be part of the ending, but it is dominant as a turn-initial. Meanwhile, Erlewin and New (2021) examines particles in the Burmese language *hmá*. These particles are often used by the Burmese in their conversations. For the function of the *hmá* particle itself, namely as an expression in expressing fatigue or complaining. The *hmá* particle is spoken to provoke the listener's sensitivity to understand the fatigue felt by the speaker.

There is research on pragmatic particle in Russia. Hakobyan, Vygovskaya-Kzarina, Lobyntseva (2018), researched the particle *dhaze* which is a particle that is often used in Russian conversation. Examining the function of the *dhaze* particle in a negative context, the researcher constructs several sentences that represent the basic syntactic structure of the analyzed speech, and hundreds of examples from the main subcorpus of the electronic resource "Russian National Corpus". For its own function in negative context, *dhaze* does not express violation, it is pragmatically connected only with fixation of an extreme acceptable limit of norm, conveying the limit of acceptability. In addition, Balogh (2021) investigated a challenging particle problem with respect to the sensitivity of the Hungarian additive particle focus *is* and *too*. In Hungarian, the additive particle is attached to a constituent, and the particle *is* cannot occupy the position of the structural focus or can be said to cause multiple interpretations. This raises the problem of how to capture the sensitivity of the focus. Likewise, the particle *too* cannot describe the pragmatic focus of a sentence, so it is necessary to take different semantic associations, according to the pragmatic focus of the sentence.

There are also studies that use talk shows as a data source. Recent research has been conducted in the context of entertainment discourse, which is still relevant or almost similar to the shoutcasters game that do a conversation in front of audiences or in front of camera. Redzwan, Sarudin, Bahari, Osman (2020) examined the *ya* pragmatic marker as a tool in language politeness and also how it relates to the use of language politeness strategies from the pragmalinguistic aspect. Researching religious talk show programs, where *ya* are pragmatic

markers that are present in negative politeness strategies such as strategies for attracting attention, giving advice, and also strategies for apologizing. *Ya* pragmatic markers function as a strategy to give advice which is categorized as a negative action that threatens the face. With the *ya* pragmatic markers, making a negative impression depends on the suppressor. *Ya* is also used as a pragmatic marker of an apology strategy which is categorized as negative because plays an important role in maintaining social relations.

Unlike the previous studies, this study focuses or give more attention to the function of the pragmatic particle “oh” in the conversation between Indonesian game shoutcasters as a non-native speaker which is included in the E-Sport discourse, while expanding on pragmatic particle research which focuses on particle “oh”. This discourse is currently on the rise and becomes a source of data that has almost never been studied. From here, a gap was found in examining specific pragmatic particles “oh” and also expanding further the research about pragmatic particles, namely by identifying the forms of the *particle* “oh” and the function of pragmatic particles “oh” that appear in a conversation in E-Sport discourse. “oh”, is studied in very fast conversations where the speakers who is having a conversation make some analysis about the game and then inform to the audiences.

## **B. Research Question**

Based on the background of the study above, the researcher seeks to answer the following research questions:

1. What are the forms of “Oh” appear in the conversations between Indonesian game shoutcasters?
2. What are the functions of “Oh” in the conversations between Indonesian game shoutcasters?

### **C. Significance of the Study**

The researcher is expected to give practical contribution for lecturers and students. For lecturers, the results of this research are expected to be additional learning materials regarding the pragmatic function of particles in the world's universal languages. For students, the finding of this research is expected to become new knowledge or additional knowledge about pragmatic particle functions in English used by Indonesians, especially in the context of E-Sport discourse which is currently on the rise and is in great demand by the public especially young people.

### **D. Scope and Limitation**

This study is in the field of pragmatic which discusses the form and function of the pragmatic particle "oh" that appears in the English conversation between the Indonesian game shoutcaster on the Youtube channel Mobile Legends: Bang Bang where is published on 22nd October 2021. The research focuses on the particle "oh" that appears in utterances where the particle "oh" has a pragmatic meaning that is in a specific place in a sentence. There may be many particles “oh” that appear, but only those that have a pragmatic meaning are investigated and analysed.

## **E. Definition of Key Terms**

Researcher use five key to describe the concept or meaning of the main terms in the research conducted:

### **1. Pragmatic Markers**

Non-proportional sentences that can be categorized into several types of signals. The signal is a marker of communication or information that occurs in a speech process in a conversation.

### **2. Discourse Markers**

A word or phrase used for, managing, connecting and regulating communication. To keep the conversation flowing and not stiff.

### **3. Pragmatic particle**

A single uninflected element of language which have a functional meaning and only loosely integrated into the sentence structure.

### **5. Shoutcasters**

People who scream in the midst of the excitement of the game match, provides analysis, and guides the audience to enjoy the game.

## **CHAPTER II**

### **REVIEW ON RELATED LITERATURE**

In this chapter, the researcher provides relevant theories related to study or review about the related literature to this study. The researcher will discuss about pragmatics markers, discourse markers, and pragmatic particles.

#### **A. The Differences Pragmatic Markers, Discourse Markers, and Pragmatic Markers**

This section explains how the differences between pragmatic markers, discourse markers, and pragmatic markers.

##### **1. Pragmatics Markers**

Pragmatics markers are non-proportional sentences that can be categorized into several types of signals. The signal is a marker of communication or information that occurs in a speech process in a conversation (Fraser, 1996). The pragmatic markers are considered separate and distinct from the propositional content of sentences, which can be linguistically encoded clues that signify the speaker's potential communicative intentions. According to Fraser (2009), there are four types of Pragmatic Markers. The first type is Basic Pragmatic Markers (BPMs) where is signal the type of message which contained in the position of the message body. It is a lexical expression sentence that gives a signal about the type of message that contrasts with its content and also give or show a sentence mood. The examples are *promise, regret, please, and my complaint*.

The second type is Commentary Pragmatic Markers (CPMs) where is signal a comment on the message. Signals information about the basis and

purpose of communication. Giving meaning and representation that define the entire message signifies that the message functions as a comment. The examples are *fortunately, stupidly, reportedly, amazingly, sadly, frankly, bluntly, certainly, conceivably, etc.* The third is Discourse Markers (DMs) where serves as a liaison between discourse segments. Indicates a procedural signal which means that the speaker gives instructions to the interlocutor. The examples of DMs are *but, and, anyway, so, however, moreover, thus, after all, etc.* The fourth and the final is Discourse Structure Markers (DSMs) where is signal organizational aspect of ongoing discourse, the examples are *in summary, I add, look, and now.*

## **2. Discourse Markers**

From the many types of pragmatic markers, discourse markers (DMs) are the types that are often used in research. Discourse markers began to appear in the mid-1990s focusing on English, Latin, and French. It is divided into two types: first, examining the function of discourse markers at various periods in the history of language and second, examining the markers of discourse development over time. In old English, DMs focus on Old English prose narrative. The example like *what* as a signal of surprise and focuses attention, also *what then* express the fact that referred to the previous event (Brinton, 1996). In Middle English, DMs are increasingly diverse both in function and form. The adverb *at once and immediately* becomes a DMs with the function to emphasize part of events in an ongoing narrative, also adverb *while* becomes DMs with the meaning ‘once upon a time’. Besides that, in Middle English, the examples of the DMs are *ah, hey, pardee, weylaway, and what.*

In Early Modern English, characterized by new variations of discourse markers. Continuing the markers that existed in the previous era, in this era, markers have increased into clauses that began to arise such as *I expect* to function as a comment clause which means 'I suppose'. Then *I say* it functions as an attention grabber from the listener, *I mean* it is used for self-repair or mistake editing, and many more. In Late Modern English began to give very focused attention in DMs. Attention is paid to the “oh”, *ah*, and *a* as functions which are the culmination of the function markers and act as triggers for emotional readers. In this era there was also a decrease in the frequency of using markers such as *you say*, and an increase in the frequency of using *you see* from the mid-eighteenth century to the era of Late Modern English.

By definition, discourse markers are sequentially dependent elements that group speech units so as not to occur/avoid pauses in speech, while the types of DMs are *but, as, well, because, and, then, “oh”, or, now, so, you know, and I mean* (Schiffrin, 1987). In addition, Brinton (2010) also mentions that in discourse markers there are thirty-three, namely *after beginning, and, actually, just, like, you know, you see, then, uh, huh, moreover, or, really, well, now, anyway, because etc.* In other hand, according to Fraser (2009) DMs naturally divided into three functional classes. The first is Contrastive Markers (CDMs) where signals a direct or indirect contrast between First speaker with other speakers with the markers are *but, alternatively, although, even so, however, likewise, moreover, etc.* The second is Elaborative Markers (EDMs), signals the elaboration to the first speaker information contained with the marker's examples are *and, after all, also,*

*alternatively, equally, in addition, in other words, otherwise, rather, etc.* The third is Inferential Markers (IDMs) where signals the first speaker providing a basis for inferring the other speakers, by the marker's examples are *so, as a conclusion, as a result, hence, accordingly, then, therefore, thus, consequently, etc.*

Apart from categories and examples of discourse markers, there are also markers that cannot be defined as discourse markers which can be called "incidental properties" or "non-definitional properties". For the example;

X : Our journey take 2 hours

Y : *After all*, there is vehicle inspection near the city border

The presence of DMs *after all* there does not affect Y's statement because according to Schiffrin 1987 (in Fraser, 2009) DMs do not make a connection between two successive discourse segments, but instead provide clues to inform the interlocutor about the relationship intended by the speaker. A word cannot be called DMs if it only feeds or clarifies a statement by the speaker, but only as a liaison for the utterance which tells information conveyed by the speaker and the interlocutor. DMs do not contribute to the truth condition of the segment or statement defined or conveyed by the speaker Schourup, 1999 (in Fraser, 2009).

### **3. Pragmatic Particle**

There are many choices of terms to analyse a sign in an utterance, it can use pragmatic markers, pragmatic particles, discourse markers, or discourse particles. It depends on the author perspective. Based on the study of (Heritage, 2018) and (Heritage, 1998) explain the reasons for using the word pragmatic

particle instead of pragmatic marker, discourse marker, and discourse particle. According to Heritage (2018), the word 'particle' is preferred over 'marker' because in studying a single word it will have more functional meaning than lexical meaning. In English, items such as well, oh, so, moreover often occur at the beginning of speech or clauses, or it can be in the middle or at the end of speech or clauses, although it is most often at the beginning of a sentence. To know more about the meaning of a single word which in fact has more functional pragmatic meaning than lexical meaning, pragmatic particle is preferable to use.

According to (Wouk, 1999), Single words or phrases are often found in spoken or written conversations. In a conversation, a basic message usually appears which indicates a certain meaning or follows to relate to the prior discourse. Like the example in English *but* shows that the meaning of what follows is in some ways contrasted with what precedes, while *so* indicates the meaning that what follows is somehow a result or a conclusion of what preceded. In studying about the meaning of a single word which is more directed to the functional pragmatic meaning because it also refers to the sentence or word after the single word, it prefers the term of pragmatic particle.

## **B. Interjection**

Interjection is a term for the words spoken by the speaker in which the word expresses the mentality of the speaker or the speaker's feelings at a certain time while speaking. Based on Ameka (2006) in pragmatic terms, interjection leads to context bound linguistic signs that are spoken or appear at a specific time

or time. It can be said that interjection is an expression of the speaker to the situation of their heart when speaking, or it can also be called an expression when responding to a statement or information conveyed by the interlocutor. Interjection can be divided into two categories which are distinguished based on the ownership of the word class and also the meaning of the word.

The two classes are namely primary interjection and secondary interjection. The primary interjections category is an interjection in the form of a small word or single word spoken by the speaker where the word does not have a word class, for example, *gee!*, *oops!*, *hem!*, *etc.* Then secondary interjection is a word that has semantic independent value but can be used in conventional speech to express mental attitudes or circumstances at a specific time, for example *help!*, *fire!*, *bother!*, *etc.* In addition to these two categories, interjections can also be expressed non-verbally, which means that interjections can be shown not only using words. Interjection non-verbally can use facial affect.

In his article, Moutley (1993) states that interjection can be expressed in facial effects. *Golly*, *jeez*, *wow*, *etc.* is an example of an interjection that can also be expressed using facial affect. These non-verbal interjections in a conversation can indicate a more effective response. Although facial expressions depend on the individual speaker, facial effects that usually express interjection to what the other person is talking about usually include *surprise*, *confusion*, *disgust*, *sadness*, *etc.* *Surprise* facial affect occurs when there is spontaneous small talk uttered by speech so that the response is surprise. *Confusion* facial affect appears when the other person conveys a statement or information that is unclear or contradicts the

knowledge of the listener. *Disgust* facial affect occurs when the listener finds out that what the other person is talking about does not match reality, or that the information conveyed is false. *Sadness* appears when the speaker says things that make the listener's mental feel sorry and sad.

The particle "oh" is a single word that can express the mentality of the interlocutor when the speaker conveys information or a statement. Because of this, the particle "oh" can also function or act as an interjection. It has no lexical meaning, based on the statements from the articles described above, the particle "oh" is also included as a primary interjection which is a single word that does not have a word class. With a note, the particle "oh" can function as an interjection, but still followed by a sentence after it, to give a pragmatic meaning of what the concrete function of the particle "oh" is.

### **C. Turn - Position**

The position of a word in a conversation has an important role in how the word will function in the conversation. In the conversation there are sequences, namely initiating, responsive, and closing sequences. Turn - initial is the beginning of turn, in other words it is the first word spoken or at the beginning of the sentence uttered (Heritage, 2013). Turn - initial here is the prefix aspect of the word spoken where the part plays the most role. One word that is used is the particle "oh" which is often used in the turn - initial form which can be an initiation to start a conversation as well as a response to the speech said by the other person. "oh" is a particle to communicate something about the speaker's

state of mind which has a core meaning whose meaning is embedded contextually. Because of this, “oh” is the most common English turn – the initial item in Norrick 2009 spoken English (in Heritage, 2018).

In game conversations, shoutcasters in Indonesia mostly provide information and also statements about the games they are guiding or the games they are broadcasting. The statement or information uttered by one shoutcaster will be answered or responded by other shoutcasters where the 'oh' particle often appears. With the above three sequences, turn - initial is the sequence that most often appears with the particle “oh”. The particle "oh" that often appears is mostly in the turn-initial sequence, which appears at the beginning of the sentence with its pragmatic function still depending on the word that follows the particle.

#### **D. Sequences and Function**

In a conversation there are sequences as the turn of speaker and interlocutor to open the conversation and response the utterance or information given by the interlocutor. Besides these two sequences, there are also closing sequences that are used to close a conversation. Based on Heritage (1998), in a conversation there are specific terms of the sequential organization of the talk which are used by the speaker and the interlocutor to manage how they start, respond, and close the conversation. The particle "oh" as that appears in initial forms acts as the first position in a conversation which serves as an opening to a topic discussed in a conversation. In the terms occurring in the second position, the

particle "oh" functions as a response to the utterance or information conveyed by the interlocutor, where the response given, there is a production of particle "oh".

After it is mentioned that the appearance of the particle "oh" in the first and second positions, according to Heritage (1998), the pragmatic particle "oh" can have a certain function if it is in a certain position. The particle "oh" can serve as an initiation to start a conversation or start a new topic when the particle "oh" is at the beginning of a sentence to start a conversation outside the topic discussed previously. Furthermore, the "oh" particle functions to attract the attention of the interlocutor, namely when the "oh" particle appears instantly which is then continued to convey a statement or information so that the other person focuses on the delivery given. Finally, the "oh" particle functions as acknowledging new information, namely when the "oh" particle appears as a response to the information or statement given by the interlocutor in which the response is an agreement or the speaker realizes that the information or statement given is true where the previous speaker not yet aware of the information provided.

#### **E. Culture**

In every country, there must be a culture inherent in it in carrying out daily activities, including speaking or having a conversation. In Indonesia, the culture of placing a word in conversation has several meanings of its own. According to Wouk (1998), the particle can be a feature or character of solidarity – building activities to ask for an agreement, making conjoint knowledge, and also extending common ground. With such a culture, it makes its own characteristic how the

style of Indonesian conversation differs from western conversation. In Indonesia, it has a large number of particles that are used in the informational and interactional organization of a conversation. The particles used usually see as solidarity creating. Apart from being solidarity, the particle used in Indonesia is also a symbol of intimacy between people who are having a conversation. Particles in Indonesia, namely *kan* and *ya*, function to increase among conversational participants (Wouk, 2001). The two particles both function as question tags which give meaning to ask questions regarding the truth of the statements they say to the other persons. By using these particles, it can provide an element of solidarity and politeness which shows the intimacy of the two speakers.

“oh” is a pragmatic particle which is considered as a universal word, automatically it is also a particle used in Indonesia. In conversations conducted by Indonesian game shoutcasters the particle “oh” is used a lot and often appears at the beginning of a sentence. The particle "oh" indicates a confirmation of the statement or information provided by the other persons. How it functions pragmatically still depends on the sentence that follows it, but by using the particle "oh" as a response to a statement said by the other person, it indicates the character or culture of Indonesians when carrying out a conversation, namely politeness and solidarity in responding to the statement made. Since “oh” is a particle used in Indonesia, Indonesian shoutcasters who speak English use this particle in their English conversation, partly because of their culture and habits as Indonesian.

## **CHAPTER III**

### **RESEARCH METHOD**

The research method is a concept that is applied to obtain and collect data about the research conducted also to answer the questions posed in the research. This section discusses about the method that is used in the research. It contains the design of the research, research instruments, data and data sources, data collection, and data analysis.

#### **A. Research Design**

This study uses a qualitative research method. Qualitative research method is research that does not focus on measurement that use numerical and statistical in data collection and data analysis, but provides an interpretation of the results. According to Campbell (2014), data from qualitative methods often indicate that not much has been written about the participants or study topic. Use emerging data rather than prefigured data. The purpose of qualitative research is to describe and analyse phenomena, events, social activities, attitudes, beliefs, perceptions, and thoughts of individuals or groups (Bachri, 2010). In qualitative research methods, there are also characteristics such as using several interactive and humanistic methods, data that appears rather than predetermined data, and is basically interpretative (Campbell, 2014). In the result, this qualitative research method was chosen to investigate and explain the particle “oh” that appears in conversations between Indonesian game shoutcasters.

With this qualitative research method, case study terminology is used as the type of research. According to Rahardjo (2017), case studies are a strategy in research to uncover a particular case. A case study focuses on a particular object that is raised into a case which is then studied in depth so that it can get the reality behind a phenomenon. Case studies are usually based on qualitative data where the researcher provides one or more cases (Johnson & Christine, 2000). Using a case study, this research focus on the case of the appearance of the particle “oh” in a conversation between an Indonesian shoutcaster game.

## **B. Research Instrument**

In this study, the researcher is an element that plays a role as an instrument. In conducting this research, the researcher watches the video under study, took notes, transcribed the conversation video script, and identified the data. The research then also analysed the data obtained, namely in the data in the form of the particle "oh" contained in the speech of the Indonesian game shoutcaster who had conversations in the video.

## **C. Data and Data Sources**

This research focuses on the appearance of pragmatic particle “oh” in Indonesian game shoutcasters conversation. The data are taken in the form of words or pragmatic particles “oh” spoken by Indonesian game shoutcasters. The data source used in this study is a video conversation between Indonesian game shoutcasters in English language found on the YouTube channel Mobile Legends: Bang Bang where was published on 22 October 2021 with the title “MPL ID S8 playoffs English”.

#### **D. Data Collection**

To get data in video conversations between Indonesian game shoutcasters, several steps were carried out, namely first, the researcher chose video conversations between Indonesian game shoutcasters which contained the speech particle "oh". Then the second step, researcher watched again the full video in the selected YouTube channel. The next step is transcribing the conversation in the video into a written text. The fourth step is identifying and noting the appearance of the particle "oh" in the speech in the conversation by gave an underline to the utterances that contain the particle "oh".

#### **E. Data Analysis**

After collecting data, the researcher analysed the data that had been obtained. In analysing the data, the researcher used a critical analysis method in which the researcher wrote, described and explained in detail the function of the particle "oh" that has been obtained based on the theory of John Heritage (2013) and (1998). The first theory, Heritage (2013), is used to analyse the form of particle "oh" that can be the first and second position in the conversation also the function of particle "oh" which can serve as a conversation initiator, attract attention of the interlocutors, and acknowledging new information.

The second theory, Heritage (1998), is used to analyse the form of particle "oh" that can appear in the turn initial and medial position. Not all particle "oh" that appear are analysed. The data is categorized in a particle "oh" uttered by the shoutcasters which has a form where "oh" is located in a specific place in the conversation, then analysed the forms and the function with the theory have

mentioned above. Finally, the researcher discusses the results of the analysis that has been carried out which include finding and discussion.

## **CHAPTER IV**

### **FINDINGS AND DISCUSSION**

This chapter will explain the findings, analyse the finding, and also discuss the findings of research on the pragmatic particle “oh” in conversations between Indonesian game shoutcasters. The analysis section focuses on the two research problems mentioned earlier in the first chapter. The data from this study are particle “oh” that appear in conversations between Indonesian game shoutcasters which have different locations, sequences, and type of sentences in some of the spoken particle “oh”. In each discovery of data, the appearance of pragmatic particles "oh" will be explained its function which is then discussed whether it has answered the research of the problem proposed and discussed either with other previous studies or the theory used.

#### **A. Findings**

In this section, the researcher describes and explains the points of the findings which contain the appearance of the pragmatic particle "oh", the pragmatic particle "Oh" in turn-initial position, the pragmatic particle "Oh" in turn-medial position, the sequences of pragmatic particle “Oh” in the conversation.

##### **1. The Appearance of the Pragmatic Particle “Oh”**

From the data that have been observed, the pragmatic particle "oh" does not appear in every part of the speech delivered by each speaker. These particles only appear at certain times, or in certain sequences. From the conversations

conducted by three Indonesian game shoutcasters which take in a 37 minutes video, it is found that there are twenty-four excerpts' data which the speakers used the particle "oh" in their conversation. The function of the particle "oh" found is of course different, depending on the position in the turn, the sequence in the conversation, and also the sentence that follows the particle "oh". It has been explained previously that the particle "oh" cannot stand alone to have pragmatic meaning, but its meaning and function depend on the sentence that follows it. Therefore, before analysing and knowing the meaning or pragmatic function, the pragmatic particle "oh" is first grouped based on the turn of position in the conversation, how the particle "oh" appears in the sequence.

The data obtained shows that the pragmatic particle "oh" only occurs in two turns in a conversation, namely in the initial turn and in the middle position of the turn. As for the final position of turn, the data shows that nothing of particle "oh" appear. With the appearance of the particle "oh" in the turn - initial and medial position, this is in line with what has been described by James (1972, 1974 as cited in Heritage 2013) namely "oh" is very likely to occur frequently in the initial turn and also the medial turn. It is just that the appearance of the particle "oh" in the final turn position as examined by Heritage (2013) in the data here has not been found.

From what was previously mentioned, it was found in the data that there were twenty-four occurrences of the pragmatic particle "oh" in conversation. The appearance of the particle "oh" in the turn initial and medial turn positions was quite balanced although at the turn initial position there are fifteen occurrences,

while for the medial turn there are ten occurrences. For the sequence itself, the particle “oh” appears in the first and second positions. For the first position, namely as an opening, it was found that there were nineteen occurrences of the pragmatic particle “oh”, while for the second position, namely as a response, there were six occurrences of the particle “oh”. With the appearance in the first and second positions, this seems to be equivalent to the particle ja' where as opening and responding in the order of interaction (Irham, 2018).

## **2. The Pragmatic Particle “Oh” in Turn-Initial Position**

As previously mentioned, in a 37 - minutes video conversation between Indonesian game shoutcasters, the available data show that the pragmatic particle “oh” occurs at the turn – initial fifteen occurrences. According to Heritage (2013), turn – initial is the beginning of turn. It is the first word spoken or at the beginning of the sentence uttered. The particle "oh" becomes the first word used as a start or initiation of a conversation which is then followed by other words afterwards to give pragmatic meaning. Based on the data obtained, some examples of particle “oh” in the turn - initial position are presented in the following excerpts one to three;

### **Datum 1**

(1:27:47)

Mirko        “Welcome ladies and gentleman to the second day here at Vale for a Indonesia season 8 playoffs we had a crazy crazy day yesterday but today it seems like it's going to get a little bit harder right here as our and our first match of the day River these two teams have history man they were the finalists down a season 6”.

Etherna : “**Oh** okay it’s going to be really interesting today’s match because yesterday all super super strong but cheap but are cute they look hella crazy during the regular season so we're just going to have to see how it goes down is being held in private with limited “.

In the first example of datum here occurs at the 87:47 minute where the particle "oh" is said by Etherna as one of the shoutcasters who is having a conversation. The particle "oh" appears or it is used at the beginning of the speech which is a turn – initial is the first word that appears in a speech. The particle 'oh' is also a response to initiate to discuss the topic of the conversation. The particle 'oh' is followed by the phrase “it's going to be really interesting today's match” which means the speaker initiates a conversation towards how the match at that time will take place. How the atmosphere and vibes at the game at that time will happen.

## **Datum 2**

(1:32:32)

Goni “Wow that’s a good, can alterego break the curse can they break the lost streak and can take the huge huge moment. So Iet’s we look the head-to-head by NIMO TV again. I believe in QQR they will bring the same line up where is skylar will be predical point and as well as they have reference from the five matches alterego before. Alterego can control the early game. Actually, RRQ they have a strong king fight. I think Mirko, it will be the class match in number one”.

Mirko : “**Oh** that’s right Goni. Actually, I think they both have similar type of play. I want to see the thing goes for alter ego. We are going to collide right here in the first match as you can see from the statistics these guys are really attractive. And right now, I find out who's winning moment that comeback moment to get the victories on so many tears a thing happened the first time they met RRQ Hoshi in the covid-19 regular-season remember alter ego Victory in the first leg of RRQ Hoshi. They took him down with a comeback Victory it. First game self it is still want to and now we are going to see which team is going to be the better team on this day on season 8 right here because it is going to be a banger and banger game”.

The second datum occurs at the 92:32 minute where the particle "oh" appears at the beginning of the speech conveyed by Mirko. The particle "oh" as a turn – initial because it is a word that initially appears or is at the beginning of the sentence. In Heritage (2013) in addition to being an initiation in conversation, the initial turn -particle "oh" can also be the same as a response. From datum 2 it can be seen that the function of particles "oh" as a turn - initial here is as a response spoken by Mirko. This is evidenced by the sentence after the particle "oh" namely "that's right, Goni" indicates that Mirko responded by using "oh" as the word at the beginning of the response sentence that he does.

### **Datum 3**

(1:34:15)

Mirko “Absolutely and Goni, seems like we will check out the MPL ID Instagram for everyone who want to vote and watching, but guys are ready to the game right here because guess what Goni and it turn two players here who have 100 %-winrate on specific. Albert on the ling and Nino’s benedetta”.

Goni : “**Oh** I think Albert, umm my prediction that’s alter ego will ban ling’s albert in the draft, but he can play marksman like granger, roger. This is like the tricky part of alter ego meanwhile for the side today we will find Nino because alter ego they would like play with mentality where the RRQ such a young player, albert and clay. Perhaps their mentality is strong enough”.

Here the particle 'oh' appears at the 94:15 minute. The particle "oh" appears at the beginning of a sentence which is a turn - initial because it appears as the first word in a speech. Spoken by one of the shoutcasters, Goni, the 'oh' particle that appears here serves as an initiation in his conversation. The particle 'oh' followed by the sentence "I think Albert, um my prediction that's ... "Indicates that Goni initialized the discussion in his conversation towards his perception regarding the prediction of one of the strengths in the competing team. With the

particle "oh" also gives the impression of attracting the attention of the interlocutor to the discussion that will be done.

#### **Datum 4**

(1:37:21)

Mirko “.... Talk about the history, he’s the main man in season one player until this season 7 many people think that he’s the greater player mobile legends of all time right there. We can see also skylar there and Liam, well the tank player unfortunately can’t show his gameplay but we can see the main roster here. This guy (Clay)”.

Goni : “**Oh** man this guy (Clayy) back on regular season, I think if talk about the consisten midlaner, he is the one of the players. Beside use Beatrix, he also uses yve three time with 100%-win rate”.

In this 4<sup>th</sup> datum, the particle "oh" appears at the beginning of the sentence spoken by Goni at the 97:21 minute. It is a turn - initial because the particle "oh" appears in the first word in the speech conveyed. In the data, the particle “oh” serves as an initiation in a conversation. It can be seen that the particle "oh" is followed by the phrase "man this guy (Clayy) back on regular season,..." where Goni as the speaker uses the particle "oh" to initiate a discussion of a Clayy that is being highlighted by the camera. In addition to showing a surprised expression towards Clayy, Goni gave or guided the discussion in his interview to discuss Clayy along with the ability he had in competing.

#### **Datum 5**

(1:43:23)

Mirko “.... Now again, we are gonna have to see what to be picked here. Can we perhaps predict that Celiboy will pick Harley again because he after beating bigetron alpha, Harley’s winrate become 54% and it will be the comfort hero for Celiboy for jungler”.

Etherna : “**Oh** it’s going to be Natalia picked coming in front of alterego esports guys”.

Here the particle "oh" is the first word that appears in the speech conveyed by Ethernia. Appearing at the 103:23 minute, the particle "oh" is positioned as turn - initial. For its own function, the particle "oh" is the initialization of a conversation started by Ethernia. The particle "oh" is followed by the phrase "it's going to be Natalia picked coming in front of alterego esports guys" which makes the function of "oh" itself as an initiator by attracting the attention of the interlocutor to discuss the selection of Natalia in the pick made by the alter ego. Of course, with the appearance of "oh" as a attract of attention, there is also an element of surprise from Ethernia because in Natalia's pick so that it causes the particle "oh" to appear followed by the following sentence.

#### **Datum 6**

(1:46:50)

- Goni : “Interesting, honestly if RRQ Hoshi wanna save the early game, they should pick angela and as wellancelot. But if they want to yo know, play save they can findancelot and semi tank hero to be a sand bag of the damage from alterego”.
- Ethernia : “**Oh** RRQ know the Natalia will play on the side, they pick Aldous and as well as Hylos, and at the moment alterego doesn’t has any answer for the composition coming on RRQ Hoshi”.

This datum 6 occurs at the 106:50 minute which is again expressed by Ethernia. Here the particle "oh" acts as a turn - initial because it is the first word that appears in a speech which is agreed upon by Ethernia. For its own function it can be seen that the particle "oh" is followed by the sentence "RRQ know the Natalia will play on the side, they pick Aldous and as well as Hylos,.. " where the speaker wants to change the discussion from the previous topic, therefore, the

particle "oh" here serves as an initiation to discuss a topic in conversation. Of course, the sending of the change of topic is based on the presence of a pick hero in the video.

### **Datum 7**

(1:48:11)

Goni : “That’s right, it’s will be the interesting draft from RRQ Hoshi. Hylos vyn has played 4 matches get 100%-win rate and yeah very very interesting and now we don’t know yet where the Aldous go. If it gonna be jungler or it gonna be Aldous gold lane. We can see how alterego response about it”.

Etherna : “**Oh** wow it is Nathan, man. Based on the draft, I think RRQ Hoshi I choose RRQ Hoshi, they will have a strong team fight than Alterego”.

Turn – initial is indicated in the datum 7. It occurs in the minute 108:11 where Etherna uses the particle "oh" as the earliest word in its speech. Of course, the particle "oh" here is followed by the phrase "Wow it is Nathan, man. Based on the draft ... Which suggests that Etherna was a little surprised by Nathan's pick hero. The particle "oh" here Again serves as an initiation to discuss the topic. The particle "oh" is also used to attract the attention of the interlocutor to follow the discussion of the topic by Etherna.

### **Datum 8**

(1:49:32)

Etherna : “Yes I think it will be very intens in the the side lane where both of the teams RRQ Hoshi as well as Alterego are preparing for the next of upcoming game but yes I think that Natalia pick was super – super emm it was parameter, so I think RRQ Hoshi have the better draft I’m not sure that Natalia can doing good in the game because she will be targeted of Aldous”.

Goni : “**Oh** yes, that’s I agree. Firstly, I like RRQ’s draft if they can handle the early game because Natalia and Roger very strong in the early”.

## **Datum 9**

(2:22:21)

Mirko : “... They had too much but they didn't have scroll the it takes time for him to become an actual group of getting a very good cover as well as she's able to kick people away from anything that is going to be better it was very very and I mean very premature all right Natalia is going to work in the first 3 minutes of the game but it was once a little gets to the fourth level of a guess the ultimate are you really call fit in no that you're going to be able to first turn your Lunox is really good against the first Heroes because again all of the girls the order and same thing goes for that Natalia”.

Goni : “**Oh** ya that’s very right”.

In the datum 8 and datum 9 have the same form. This particle "oh" as a turn - initial uttered by Goni at the 109:32 and 144:21 minute. The particle "oh" is used at the beginning of the sentence of agreement delivered by Goni. The particle "oh" is followed by the phrase "Oh yes, that's I agree. Firstly ..." and “ya that’s right” where "oh" here becomes the initial of yes, that's I agree and that’s very right which indicates an agreement to the statement conveyed by the interlocutor. After the sentence said by Ethernia is followed, also the word firstly who wants to show the acknowledge new information of the RRQ draft that has been predicted before. Therefore, the particle "oh" here serves as a response agreement to the statement conveyed by the interlocutor.

## **Datum 10**

(2:25:15)

Ethernia : “Yes 100% Xin will take RRQ here actually looking really – really confident this season looking and he looks very confident in his eyes, the stare”.

Goni : “**Oh** ya, of course he has more confident, he has so much confident from his eyes staring”.

In the datum 10, pragmatic particles "oh" act as turn - initial because "oh" is the first word that appears or is used in speech conveyed by Goni as a shoutcasters game. Of course, in the data the particle "oh" is followed by the following sentence, which is a sentence that helps to determine the pragmatic function of "oh" itself. The particle "oh" is followed by the sentence "yes, of course he has more confident,..." which is the phrase "yes of course" itself is an agreement sentence. Because it is preceded by an particle "oh", the automatic function of the particle "oh" there is also included as an agreement by giving a realization of the indoration given before agreeing to it.

### **Datum 11**

(2:25:26)

Etherna : "Yes, hashtag battle in here now we wanna hear your prediction about RRq and alterego. I hope alterego can duplicate the result of yesterday's match".

Goni : "**Oh** honestly, I want to see this match more interesting so that the viewer can always increase because they will not disappointed when see this match".

Here the particle "oh" acts as a turn - initial because the word first spoken by Goni is the particle "oh" or it can be said that the particle "oh" is the word that appears first in the speech. For its own function, of course the particle "oh" will have a pragmatic function when it is combined in one sentence with a specific position. Here the particle "oh" is followed by the phrase "honestly, I want to see this match more interesting" where Goni wants to convey a topic about his honesty in conveying something. Therefore, the function of the particle "oh" followed by the sentence is an initiation to discuss new topics. In addition, the

particle "oh" is also used to attract the attention of the interlocutor to listen to the initiation of the revamping that Goni wants to agree on.

### **Datum 12**

(2:26:16)

Etherna : “30 minutes that was definitely and 10 smash like a pingpong or tennis”.

Mirko : “**Oh** tennis is boring Etherna, because now we are watching mobile legends baby! MPL Season 8!”.

The pragmatic particle "oh" in the datum 12 here appears as the starting word in the sentence agreed by Mirko at the 146:16 minute which acts as a turn - initial that is to start a speech delivered. The particle “oh” in this datum is certainly followed by the following sentence that determines the function of the "oh' particle. The particle "oh" is followed by the sentence "tennis is boring Etherna, ..." which of these sentences, it can be seen that the function of the particle "oh" is a response to the speech conveyed by the interlocutor. Then the sentence tennis is boring here is a statement where the particle "oh" before the sentence serves as an initiation in responding as well as starting a topic of discussion and also serves as a attract of attention to the interlocutor.

### **Datum 13**

(2:31:09)

Goni : “.... Now Alterego going to the last pick on this drafting they maybe pick jungler or maybe picking up mage first here. They can go for Nino’s pick you know. The benedetta has picked but the Yuzhong still really open, the perfect pick especially gets someone like Yve that can canceled the ultimated to go to the back line. Yuzhong is open for him”.

Etherna : “**Oh** that’s alice is picked by alter ego Esport”.

In this datum 13, the speech is spoken by Ethernna who puts the pragmatic particle "oh" at the beginning of the sentence, where of course the particle 'oh' here acts as a turn - initial. As a turn - initial here, the particle "oh" certainly cannot have a pragmatic meaning if it only stands alone, but it can have a function depending on the sentence that follows it. The particle "oh" in this datum is followed by the phrase "that's Alice is picked by alter ego esports". The particle "oh" located before the sentence has a function as an initiation in discussing what has just happened because the Alice's picked is newly performed. Because the particle "oh" in there is to give an initiation signal to discuss also as a attract of the attention of the interlocutor that the thing that has just happened is very interesting to discuss.

#### **Datum 14**

(2:34:03)

Mirko : “.... The next is pick from alterego. We know that Celiboy is the type of jungler who does not play Paquito in that jungle, so I just suggest using the one that can play safe. They have to play safe so they ban Yuzhong at all. They have Yve they need to secure the backline. They have Yve want to play from the back they don't want someone who can turn into a back line without any punishment”.

Goni : “**Oh** for sure for sure. Right now, we are entering the second phase for the pick here I don't want Celiboy would like to secure a jungler here perhaps okay you have enough magic for an outing as well are you there or first”.

The datum 14 here is a speech from Goni. This utterance occurred at the minute 154:03 where in his utterance, the particle "oh" was spoken by Goni as the starting word in the sentence he said. With the appearance of the particle 'oh" at the beginning of the sentence, the particle "oh" acts as a turn - initial. The particle "oh" here does not stand alone, but is followed by the phrase "for sure for sure.

Right now, we are entering the second phase...". In the sentence that follows the particle "oh" is for sure for sure, is an agreement where the existence of particle 'oh" here explains the realization of Goni to the information conveyed by the interlocutor. Therefore, the particle "oh" itself serves as a reinforcement of approval of statements or information conveyed by the interlocutor.

### **Datum 15**

(2:34:23)

Goni : "Oh, for sure for sure. Right now, we are entering the second phase for the pick here I don't want Celiboy would like to secure a jungler here perhaps okay you have enough magic for an outing as well are you there or first".

Mirko : "**Oh** this is very great to pick Khufra where from a guy I want to see for myself at Alter Ego they want to go driving this best pick for the Titans remember Leo Murphy on Khufra not just random Khufra, he's play with his style to make invasion to the RRQ's jungler".

Here Mirko expresses an utterance in which the particle "oh" becomes the first word to appear in the utterance. The speech occurred at 154:23 where particles appeared at the beginning of the sentence with the following sentence "This is very great to pick Khufra where from a guy I want to see for myself at Alter Ego..." The pick of Khufra here is a thing that Mirko wants to discuss, therefore, the existence of particle "oh" here serves as a draw of attention to the interlocutor to initiate the discussion of things he wants to discuss in conversation with other shoutcasters. In addition to being an initiation to discuss a topic, the particle "oh" here is also an initiation to convey information.

Above are the data where the particle "oh" appears in the turn - initial position. Those are fifteen occurrences of the particle "oh" in the conversation.

There were three speakers in the conversation, and all the data had said the particle "oh" in the turn-initial position which was followed by supporting sentences after the particles, where on average, every shoutcaster has a quite long when doing one turn of speech.

### **3. The Pragmatic Particle “Oh” in Turn-Medial Position**

In addition to being in the turn - initial position, the data obtained also shows that there is an appearance of the particle “oh” at the turn - medial position. As explained in Heritage (2013) that the particle "oh" can appear in three turns, namely initial, medial, and final but most often occurs in the initial and medial. Here it was found that there are ten data on the appearance of particles "oh" on the medial turn. Particle "oh" as a turn - medial itself is a particle “oh” that appears in the middle of a sentence or speech conveyed by the speaker. Here are ten turn-medial data found along with analysis of their functions;

#### **Datum 16**

(1:29:40)

Goni : “RRQ needs to optimized the R7 playmaking potential, this guy plays in exp lane and also, he good in team fight and **oh** he needs also always participate in joining the team fight. In gold laner they have to play well too because Udil will always free in team fight ang he always creates an impact which is can make alter ego get the quick game. Alter ego should play clearly because Nino’s beneddeta is still on 100% and it’s still reliable that RRQ needs to be careful of Nino”.

In datum 16 here the particle "oh" appears in the utterance delivered by Goni at minute 89:40 where the particle "oh" appears in the middle of the

utterance delivered. The particle “oh” appears after the word “and” and it is followed by the sentence “He needs also always participate in joining the team fight.” From here, the particle “oh” as a turn-medial serves as an attention grabber for the interlocutor because the speaker wants to give a suggestion to the game that RRQ Hoshi should do. With the particle “oh” there, it emphasizes the suggestion given so that the interlocutor pays attention to the points that the speaker wants to convey in the middle of the utterance he conveys.

### **Datum 17**

(1:35:34)

Etherna : “And I guess from experiences, RRQ is one of the kings who has best micro skill which not like someone who can particularly we can highlight. Xin is amazing, albert is also amazing, R7 sensationally, well and **oh** I think alter ego esport really needs to bare and mind going to the next match. And guys, I also wanna highlight the jungler where it’s that the key in the jungler MPL season 8 Albert got 200 kills in regular season”.

Here the particle "oh" appears at minute 95:34 which is spoken by Etherna. The particle “oh” appears in the middle of the spoken utterance which appears after the word “and” which is then followed by the sentence “I think alter ego Esports really needs to be bare and mind going to the next match”. From this datum, the function of the particle "oh" is as an interjection and at the same time giving emphasis to then provide advice or information. The presence of the particle “oh” here gives a signal for the other persons to pay attention to the points conveyed by Etherna as the one who delivered the speech.

### **Datum 18**

(1:36:29)

Mirko : “Yeah, look at that, **oh** the brand ambassador here for AE right here already sitting down watching the game”.

In datum 18, Mirko gives his speech at 96:29 minutes where in his speech, the particle "oh" appears in the middle of the sentence. The particle “oh” appears after the word “that” which is then followed by the sentence “the brand ambassador here for AE right here already sitting down watching the game”. With the appearance of the particle "oh" in the middle of the sentence, the particle "oh" is turn - medial. For its own function, the particle “oh” here becomes a surprise or amazement marker where the speaker is surprised by the behaviour of the brand ambassador of the alter ego or it can be said that the particle “oh” functions as an interjection here.

### **Datum 19 and 20**

(1:40:59)

Mirko : “Yeah, the Yve is open right now, RRQ Hoshi they take it away. The ban that Yve is still open right now for RRQ they get to take it away on mine right there as here going to go in for that ban but **oh** yes like you said Matilda is open for below kid's dad is going to alterego pick of war R&, remember R7 on this paquito it's a very very high percentage high win rate on this here **oh** but leaving the Matilda open to be picked off by Alter Ego is it a wise move because of you Murphy so far in the sea play the single game of Matilda but has resume was all this over a new deal when in for the Mage Matilda yesterday and was able to just completely destroy bigetron alpha”.

In this datum, namely data 19 and 20, there are two occurrences of the particle "oh" in one utterance uttered by Mirko. The two particles “oh” that appear all appear in the middle of the sentence, which all appear as turn – medial

position. The first appearance of the particle “oh” is preceded by the word “yes” which is then followed by the sentence “yes like you said Matilda is open for below kid's dad is going to alter ego...”. For its own function, the particle "oh" is there as agreement marking where the word "yes" gives the meaning of the particle "oh" as an agreement that makes the other person pay attention to the agreement points.

For the second appearance of the particle “oh”, it is preceded by the word “here” which is then followed by the sentence “but leaving the Matilda open to be picked off by Alter Ego is it a wise move...”. For its own function, namely as a marker of attention to provide information or opinions when speaking. "but" which is preceded by "oh" gives a signal for the other persons to pay attention to the statement made by Mirko.

### **Datum 21**

(1:42:04)

Goni : “Yeah Esmeralda it will be denied the pick of Xin. Tomorrow and It will deny the pick from Xin because taking a Esmeralda is 10 x 70% win rate is like somehow Limited Xin will pick up that **oh** wow Lunox. Honestly, I don't know will or clay play this hero but we will have to see her as a RRQ Hoshi one more figures they first slave theme a roamer should be good here”.

In datum 21, the particle "oh" appears in the utterance uttered by Goni at 102:04 minutes. The particle "oh" appears in the middle of the sentence said by Goni, where the particle "oh" is in the turn - medial position. It was preceded by the sentence “Pick up that”, then followed by the sentence “Wow Lunox.

Honestly, I don't know will or clay play this hero but...". The function of the particle "oh" itself here is as a substitute for discussion. Previously there was a discussion about Esmeralda, then with the particle "oh" as an attention grabber to discuss the Lunox hero. The particle "oh" is also an interjection which shows Goni's surprise at the pick of Lunox hero.

## **Datum 22**

(1:45:40)

Mirko : "No, popol kupa is no longer can be a roamer because it doesn't have vision anymore. Kupa doesn't really have skill. But, beside it can picks for roamer, it can be picked for side lane. Maybe popol and kupa jungler, it's the time to test the limit of the unique Hero, **oh** now Altereo picks Roger for the jungler, for celiboy, so albert will only have the granger and no more slot of hero open for him again. He can pick Yi sun-shin but he just plays YSS 3 times and Granger 7 times".

In datum 22, the particle "oh" appears in Mirko's utterance. The particle "oh" appears in the middle of the sentence where the utterance occurs at 105:40 minutes. It is preceded by the sentence "it is the time to test the limit of the unique hero" which is then followed by the sentence "Now Altereo picks Roger for the jungler, for celiboy, ..." where the particle "oh" is in the turn - medial position. For its own function, Roger's hero pick here causes a shock by shoutcasters who are referred to the 'oh' particle that appears before the sentence. The particle "oh" has an implied function to attract the attention of the interlocutor and then functions as a surprise or amazement marking.

### **Datum 23**

(2:28:02)

Goni : “Take a look at the average exp laners is saying at you off what I likes to join the roamer and it will be fine just like and given a room one that which was he will ban paquito now again alter ego esports for their first phase here you really need to pick up something for me **oh** I believe and for side of RRQ Hoshi it is possible that they would like they would love to pick up the paquito once again but Matilda is the one who is open for faking I believe they will”.

The utterance uttered by Goni on datum 23 occurred at 148:02 minutes where the particle 'oh" appears in the middle of the sentence. It is preceded by the sentence "Need to pick up something for me" which is then followed by the sentence "I believe and for side of RRQ Hoshi it is possible that...". The particle “oh” is in the turn – medial position which the functions of the particle is as a topic changer. The initial discussion from the shoutcasters discussed the alter ego of esports, but with the appearance of the particle “oh” pronounced by Goni, the discussion turned towards RRQ Hoshi, herein lies the topic changer function of the particle “oh”, where then Goni gives his opinion regarding the hero RRQ Hoshi will pick.

### **Datum 24**

(2:28:59)

Mirko : “This time still run baby. We are going to go for sure and maybe the paquito ban for the side lane and jawhead hasn't been a day coming through is RRQ will have that Yve in this game if they go for that means to going to be able to the Yve rating for the side of alter ego looking for the snow ball but I just saw the cutest confident already if you want to go for the years that that is most probably going to be like yeah all right you want to go for a

Grangers and then they want to go for a front and back and there you go for alter ego is this a mistake if their pick **oh** Paquito, a little bit to remember Paquito so so good at canceling his ultimate every single fight right if it is going to be very extremely very hard”.

In this datum 24, Mirko made utterances at 148:59 minutes. The particle “oh” appears in the turn – medial position because it appears in the middle of the sentence uttered by Mirko. The particle appears after the sentence "for alter ego is this a mistake if their pick" which is then followed by the sentence "Paquito, a little bit to remember Paquito so so good at canceling his ultimate ...", the particle "oh" functions as an interjection, a sign of the speaker's surprise to provide an opinion on the pick of Paquito by RRQ Hoshi. Even though it acts as an interjection, the particle “oh” here is followed by the following sentence which determines the function of the particle “oh” here as an interjection because the sentence that follows it also describes the speaker's opinion.

The following is the data of the appearance of the pragmatic particle “oh” at the turn – medial position. These are nine data on the appearance of the particle “oh” in the turn - initial position found in the video conversation that has been studied which the appearance of the particle "oh" is in the middle of the sentence.

#### **4. The Sequences of Pragmatic Particle “Oh” in the Conversation**

The data that has been obtained shows that the pragmatic particle “oh” occurs or appears in two sequences, namely the first and second position. Heritage (2013) stated that to configure the pragmatic function of the pragmatic particle "oh" it needs to examine the sequence of the interaction and also the particle "oh" can be used as an opening and a response in an interaction. The first position acts

as an opening and the second position acts as a response. In a 37-minutes video conversation conducted by three Indonesian game shoutcasters, it was found that there were eighteen occurrences of particle “oh” in the first position and six occurrences of particle “oh” in the second position.

The following is an example of finding also the analysis of the occurrence of particle ‘oh” in the first position is presented in example 1 and example 2, then for an example of the occurrence of a particle “oh” in the second position is presented in example 3 and example 4. Not all examples of existing data are provided, or only a few examples from the first position and second position sequences and their analysis because all the particle “oh” in the first position and second position sequences have the same function.

### **Example Datum 1**

(1:36:39)

Mirko : “And we can also see rasy well differentiante. They’re not a team, they’re a family here. So, we will go to the player of the king’s substitutes, there are Lemon, right there. Talk about the history, he’s the main man in season one player until this season 7 many people think that he’s the greater player mobile legends of all time right there. We can see also skylar there and Liam, well the tank player unfortunately can’t show his gameplay but we can see the main roster here”.

Goni : “**Oh** man this guy (Clayy) back on regular season, I think if talk about the consisten midlaner, he is the one of the players. Beside use Beatrix, he also uses yve three time with 100%-win rate”.

Mirko : “Absolutely and now we are going to take a look maybe our heads on on Turney go again remember that albert he goes crazy everyone supports him but alterego their whole team goes crazy which make is there a reason that they will able to get the win streak for so so long almost 10 seasons remember their performance in regular season very Rocky the first 6 weeks Man 10 and 0 that is Bunkers”.

In this conversation, Mirko initially discussed about a legendary player on the RRQ Hoshi team where Mirko highlighted a Lemon there. Lemon is an RRQ player who has played in the team for a long time and has many achievements. Then Goni discussed a new topic by putting the particle 'oh' at the beginning of his speech, namely Goni discussed a Clay who is the midlaner of RRQ Hoshi. By placing the particle “oh” at the end of a sentence or as a turn - initial position, Goni opens a conversation with a new topic outside of a Lemon's discussion. With this, placing the 'oh' particle as the first position, which is the opening of a conversation or a new topic.

The particle "oh" is used to initiate a conversation with a new topic. Where is the topic that was initiated by Goni then became a new discussion that provoked the interlocutor to respond. It is seen where Mirko again responds to what Goni has been told, which is discussing about a Clay. Mirko, who previously had no knowledge of Clay, then learned a few things about Clay from the information Goni gave him. Next, Mirko continued the discussion about the history of Clay in the tournament from the past until now who is a strong midlaner at RRQ Hoshi.

### **Example Datum 2**

(1:43:23)

Etherna : “**Oh**, it’s going to be Natalia picked coming in front of alterego esport guys”.

Mirko : “I feel like, okay you can pick Lunox for early game, but RRQ Hoshi just need to give attention for Natalia. Let’s see to RRQ Hoshi’s pick. They picked Paquito, they picked Lunox, and Benedetta, three flex hero that can go anywhere literally. And alterego ban rafaela, it’s will gonna be a drama, Leo Murphy the only one who plays Natalia in that team he has 100%-win rate but now the RRQ Hoshi need to worries about Natalia”.

Etherna : “Yes, that’s the case albert will actually very very difficult when alter ego he's forced to last. I guess I'm going here we are in the second phase of the draft ban and fix for RRQ Hoshi has to take out the screen off the boards we won't be seeing a Karina here in the jungle position for both teams as we're waiting on alter ego choose for the next ban”.

In this conversation, Mirko agreed with the pick of Natalia's hero by the esports alter ego, so he suggested that RRQ Hoshi, who previously chose the Lunox hero, be careful with Natalia. In this sample data, Mirko responds to what Etherna said where Etherna previously informed or discussed about the choice of the hero Natalia. Here Etherna uses the particle "oh" at the beginning of her speech. As discussed earlier, the particle “oh” is in turn - initial. In the context of this sequence, the particle "oh" occupies the first position which is used by Etherna to open a conversation with a new topic or can also be called a topic changer.

With the particle “oh” as a conversation starter as well as opening the topic of discussion, it requires the other person to respond to the discussion that has been initiated by Etherna. With the information provided by Etherna, the interlocutor (Mirko) also knows this which then makes Mirko respond or discuss further about the Natalia hero chosen by the esports alter ego. Responding to Mirko's response, then Etherna as the information provider again responded by giving an opinion on the good Natalia counter used by RRQ Hoshi in the game.

In addition to the first position, the pragmatic particle "oh" which acts as a response can also be in the second position in a conversation. For the second

position in the conversation between Indonesian game shoutcasters, the following is an example of the data and its analysis;

### **Example Datum 3**

(1:27:28)

Mirko : “Welcome ladies and gentleman to the second day here at Vale for a Indonesia season 8 playoffs we had a crazy crazy day yesterday but today it seems like it's going to get a little bit harder right here as our and our first match of the day River these two teams have history man they were the finalists down a season 6”.

Etherna : “**Oh** okay it's going to be really interesting today's match because yesterday all super super strong but cheap but are cute they look hella crazy during the regular season so we're just going to have to see how it goes down is being held in private with limited”.

Mirko : “Yes all the production team and talents and attentive and you have 1 week on a mandatory covid-19 test and are practicing a very strict control by myself I think it's time to take off the mask so we can give you guys the best entertainment that we can right here a rival tension because we are about to witness greatness year in the first match of the day we also got Evos Legends going to get Onic Esports in the fourth match of the playoffs in the second match of the day that is also going to be insane but if you guys want to the all the latest information 10 fists or anything go ahead and check out our social media platforms regular Instagram we got a YouTube Twitter Facebook Nimo TV and snack video for your account all down below for you guys to check out”.

In this third datum example, it is a conversation at the beginning of the video where Mirko started the conversation by greeting the audience and then conveying some information about the two big teams that would compete. With the information submitted by Mirko, Etherna responded by using the pragmatic particle "oh" as the initial response to the information conveyed by Mirko. The

particle “oh” here is in the second position which appears as a response. Ethernas shoutcasters gave an initiating response to give lively vibes to the audience by mentioning that there would be a very interesting match because it refers to the information provided by Mirko that the finalists of last season's MPL are competing on that day.

#### **Example Datum 4**

(2:25:42)

Mirko : “As a caster I agree with you, but I wanna give the best for the viewer 3-2 again like the MPL season 6 in Final. Remember AE and RRQ Hoshi that was the peak of Mpbile Legends, alright? See what happened with them goni. RRQ can back-to-back win the game in 30 minutes”.

Ethernas : “30 minutes that was definitely and 10 smash like a pingpong or tennis”.

Mirko : “**Oh** tennis is boring Eterna, because now we are watching mobile legends baby! MPL Season 8”.

Goni : “Yeah, I agree with Mirko here, the main of course I sitting here for the moment and energies to creating the best vibes in the match. 20 seconds to face the ban and pick right here for the second game of the day. Alterego maybe will give the crazy changes maybe pick a unique hero”.

In this conversation, Mirko initially gave information that as shoutcasters they have to give their best for the viewer. Mirko also reminded about the match between RRQ and alter ego last season which was very exciting where RRQ managed to back-to-back win the game in 30 minutes. Ethernas then stated that 30 minutes are enough to do 10 smashes like ping pong or tennis. In Ethernas response, Mirko responded by putting the particle "oh" at the beginning of the sentence he said. The particle 'oh' here is in the second position which is used to respond to a statement.

The particle “oh” here is an interjection in response to Ethernas statement. Mirko as a shoutcaster was surprised if MPL is equated with a tennis or ping pong match, therefore Mirko responded by putting the particle “oh” as an interjection and at the same time using his speech as an initiation to discuss how cool MPL is. This is evidenced by the response of Goni who agrees with Mirko's statement where they sit as shoutcasters, namely to enjoy and create the best vibes in the match.

## **B. Discussion**

After explaining the analysis of the data that has been found, the next step is the discussion section. In this section, the researcher discusses the findings that have been analysed, namely the appearance of the pragmatic particle “oh” which includes the form and also the function of the pragmatic particles “oh” that appears in conversations between Indonesian game shoutcasters. The video conversation studied is 37 minutes long with three shoutcasters having a conversation. From these data sources, the researcher found that there were twenty-four particle “oh” that appeared with different forms.

In the first discussion, according to Heritage (2018) “oh” is a single word that prefers to use the term particle because it discusses the use of single uninflected elements of language which is more have a functional meaning. The particle "oh" is a particle that does not have a specific lexical meaning, but it can have a pragmatic meaning when it is at a specific place in an utterance and its meaning depends on the sentence that follows it. Therefore, the term particle is

used where the particle "oh" cannot have a pragmatic meaning if it stands alone, but will have a pragmatic meaning or function if it is in a certain position in a sentence and there is a sentence that follows after the particle "oh".

Based on the questions that have been asked in the research questions, it is about what are the forms of "oh" appear in the conversation and what are the function of "oh" in the conversation, which has been answered in the finding section and has also been explained again in the first paragraph above. For the form of the particle "oh" that appears, namely "oh" in the turn - initial and turn - medial, also "oh" in the first and second positions, for its own function, it depends on the form of the appearance of the particle "oh" and the sentence that follows that particle "oh" itself. In turn - initial, the particle "oh" usually acts as an initiation to start a conversation topic, as attract an attention to provide a statement agreement and can be a topic changer. For turn - medial, from the analysis of the data found, it functions as an interjection, topic changer, as well as a sign of attention to provide a statement of opinion. As for the particles that appear in the first position, it functions as an opening conversation, and in the second position, it functions as a response to the speech of the interlocutor.

The pragmatic particle "oh" as turn-initial certainly strengthens the theory of John Heritage (2013) which the particle can occupy three positions, namely initial, medial, and final, but what usually appears is the turn and medial sections. Turn - initial is the appearance of the particle "oh" as the initial word spoken or located at the beginning of an utterance (Heritage, 2013). In the particle "oh" that appears in the video conversation between Indonesian game shoutcasters, the

particle “oh” as turn - initial appears at the beginning of the spoken word or at the beginning of the sentence uttered where in the video studied it was found that there were fifteen appearances of the particle “oh” in the video. turn-initial part. Furthermore, it is the same as the particle *ja'* which was studied by Irham (2018) which the particle *ja'* is a Madurese language particle used in daily conversations in Madurese which is dominant in the part of turn - initial.

In addition to the turn - initial section, Heritage (2013) states that the pragmatic particle "oh" can also appear in the turn - medial section. In the video conversation between Indonesian game shoutcasters it was found that there were nine appearances of the particle “oh” as a turn - medial where the particle “oh” appeared in the middle of the speech delivered by the shoutcasters who were having a conversation so that with this result it strengthens the Heritage theory (2013) the. The appearance of the particle “oh” as a turn – medial in conversations between Indonesian game shoutcasters is also equivalent to previous research. Gao and Tao (2021) examined the particle adapted from Chinese *fanzheng* or can be translated in English *anyway/in any case* which also appears in the same location as the particle “oh”, which can be in the turn – initial, also turn – medial position.

In the video conversation between Indonesian game shoutcasters, the particle “oh” appears in two sequences, namely the first position and the second position, which strengthens the Heritage theory (1998) about the particle “oh” which can be in three positions, but in the video conversation only the appearance of the particle “oh” is found in the first and second positions. The particle “oh” in

the first position is used to open a conversation or initiate an initiation to the topic to be discussed, while the second position is used as a response to a question or statement from the other person. The first and second position of the particle "oh" in this study are equivalent to previous studies. Similar to the particle *ja'* from the Madurese language studied by Irham (2018). The particle *ja'* in the conversation using Madurese language can be in the first and also in the second positions.

For the function of the particle “oh” which depends on the specific form or position and the sentence that follows it in the video conversation studied here, the function of the particle “oh” itself is various. The function of the particle "oh" is to attract the attention of the interlocutor, here the function of the particle "oh" is equivalent to the study of the particle *uh* in Davis, Maclagan (2020), the *uh* particle used by people with dementia, where when the patient uses the *uh* particle, it is a signal that there is a wrong topic or doubt by the person with dementia that requires the other person to pay more attention to what is being talked.

Interestingly, in the discovery of the particle “oh” in the conversation between Indonesian game shoutcasters, there is the appearance of the particle “oh” which serves as a sign to give an opinion. The opinion giving is based on the knowledge of each shoutcaster which is then poured into the conversation by starting with the particle "oh" as a sign. Then for the function of the particle "oh" as an attention grabber and as a sign to give advice, this function is the same as the research conducted by Redzwan, Sarudin, Bahari, Osman (2020). The study is about particle *ya*, where is the particle *ya* used in the religious talk show program

is pragmatic markers that are present in negative politeness strategies such as strategies for attracting attention, giving advice, and also strategies for apologizing. Particle *ya* function as a strategy to give advice which is categorized as a negative action that threatens the face.

On the other hand, it also has a function as a topic changer, here is the same as the particle *ja'* in Irham's research (2018) where the particle *ja'* which is the Madurese language also functions as a topic changer, namely as a guardian of the discussion to discuss topics that are different from what was discussed previously. Furthermore, the more interesting here is the function of the pragmatic particle "oh" as an interjection. In the background of study and chapter two, it has been explained that interjection is a word or sentence that comes out as a mood or mental picture. Interjection can be a sentence or a single word, even a single word that stands alone can be an interjection, but here the particle "oh" even though it is a single word that functions as an interjection cannot stand alone, but there is a sentence that follows after it, but it is still describes the mood of the speaker namely surprise or amazement at the statement of the interlocutor.

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This chapter is the last part which provides conclusions in the form of a summary of finding and discussion of the research. Furthermore, this chapter is also equipped some suggestions for further research, especially for individuals or any researcher who is interested in researching pragmatic particles.

#### **A. Conclusion**

From the first research question, the researcher found there are several forms of the appearance of pragmatic particles "oh" in the video conversation between Indonesian shoutcaster games. There are twenty-four pragmatic particles "oh" there are turn – initial, turn – medial, first position, and second position of sequence. For turn - initial, here the researcher found there are fifteen forms of particles "oh" where more or more often appear than the turn -medial form which is only nine appearances. As for pragmatic particles "oh" in the form of first position found there are eighteen forms appear, it is more often appear than the appearance of particles "oh" in the second position.

For the second research question, various pragmatic functions of particles are found based on the form and also the sentences that follow the particle “oh”. The most common function found is as a conversation topic opener or as an initiation in discussing a conversation topic. It happens because more of particles “oh” appear on turn - initial and appear as the first position. Furthermore, the function of the particle “oh” found is to attract the attention of the interlocutor

where the goal is to make the other persons focus more and pay attention to the points that the speaker wants to convey. Furthermore, the function of the particle “oh” found is as a topic changer, acknowledging new information, especially as a sign of agreement to statements or information conveyed by the other persons, also as a sign to give the speaker's own opinion according to the topic being discussed. The particle "oh" is also found to function as a response in a conversation and function as an interjection that describes surprise or amazement marking.

Based on the conclusions of this study, the researcher learned that the pragmatic particle "oh" appears quite often in a conversation, especially in conversations between Indonesian game shoutcasters which require professionalism in creating an interesting atmosphere for the audience, as well as how to arrange words to provide information to the audience regarding the game they are watching, especially to create a pragmatic meaning, the particle “oh” needs a sentence that follows it.

## **B. Suggestion**

After conducting this research, the researcher would like to give some suggestions to further researchers who are interested in researching or investigating further on this topic. It is recommended for further researchers to examine the same particle that is particle “oh” but with conversational data sources between non-native speakers other than Indonesia to get wider results regarding the appearance and function of the particle “oh”. Furthermore, on the

contrary, it is recommended for further researchers to be able to examine different particles other than the particle “oh” with the same data source, namely conversations between non-native speakers from Indonesia in E-sport discourse as well which of course uses the theory according to the particle that will be researched.

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## CURRICULUM VITAE



Moh. Akhdan Aufarizal Irhami was born in Jember, 18 January 1999. He graduated from Senior High School 1 Situbondo in 2017. During his study at the senior high school, he actively participated in OSIS as a member and Badminton extracurricular as a chief. He also got several achievements in Badminton regency and regional tournament. He started her higher education in 2018 at the Department of English Literature UIN Maulana Malik Ibrahim Malang and finished in 2022. During his study at the university, he joined Advanced UKM Unit Olahraga (UNIOR) as a general chief in 2020 – 2021 and also be the 4<sup>th</sup> place on Liga Mahasiswa regional then he represented UIN Malang to Liga Mahasiswa Nationals 2019. He was also the representative of UIN Malang badminton athletes in the 2019 Pionir Competition.

**APPENDIX**  
**CONVERSATION TRANSCRIPT**

**GAME 1**

1.27.28'

Mirko      “Welcome ladies and gentleman to the second day here at Vale for a Indonesia season 8 playoffs we had a crazy crazy day yesterday but today it seems like it's going to get a little bit harder right here as our and our first match of the day River these two teams have history man they were the finalists down a season 6”.

1.27.47'

Etherna    “Oh, okay it's going to be really interesting today's match because yesterday all super super strong but cheap but are cute they look hella crazy during the regular season so we're just going to have to see how it goes down is being held in private with limited”.

1.28.08'

Mirko      “YES all the production team and talents and attentive and you have 1 week on a mandatory covid-19 test and are practicing a very strict control by myself I think it's time to take off the mask so we can give you guys the best entertainment that we can right here a rival tension because we are about to witness greatness year in the first match of

the day we also got Evos Legends going to get Onic Esports in the fourth match of the playoffs in the second match of the day that is also going to be insane but if you guys want to the all the latest information 10 fists or anything go ahead and check out our social media platforms regular Instagram we got a YouTube Twitter Facebook Nimo TV and snack video for your account all down below for you guys to check out”.

1.29.02’

Goni “Yes, I completely agree in match number one RRQ vs Alterego. RRQ, they have a reference alterego plays yesterday. They can see advantage they could see the strategies coming, meanwhile the alterego can use the momentum like yesterday”.

1.29.23’

Mirko “Absolutely, you know goni that’s a thing yo know it can be live short alterego can handle the finish if the play normal”.

1.29.30’

Goni “ Or it may be RRQ Hoshi if they able manage the draft”.

1.29.35’

Mirko “And know we have to take a look for the five ways to victory presenting by Samsung galaxy A series for RRQ Hoshi”.

1.29.40’

Goni “RRQ needs to optimized the R7 playmaking potensial, this guy plays in exp lane and also, he good in team fight, and oh he needs also always participate in joining the team fight. In gold laner they have to play well too because udil will always free in team fight ang he always creates an impact which is can make alterego get the quick game. Alterego should play clearly because Nino’s beneddeta is still on 100% and it’s still reliable that RRQ needs to be careful of Nino”.

1.30.29’

Mirko “Definitely here, but you know what I mean taht they have a carry. I can I can say it in the regular season ended the season with a second place in the regular season so it is going to be very interesting to see where the alterego team who has a rocky - rocky end to the season. And we have to take a look of sonic position here right now and oh my God it’s not even close. They are very very strong tactics to take a look at the right now against alter ego but that was the same thing going against the same thing that happened yesterday when I go to beome the casters for the take the victory so I think they like being here in the underdog position”.

1.31.16’

Etherna “I mean 82% that the landslides and I don't know how I'll treat you go is spacing this like are they there in the Hedge do they have the mental capacity to actually go. I guess is he strong as rrq because honestly for

the fact that they did yesterday which was against bigetron office so leave himself has said that they might be kind of under prepared for today”.

1.31.42’

Goni “Wow that’s a good, can alterego break the curse can they break the lost streak and can take the huge huge moment. So let’s we look the head-to-head by NIMO TV again. I believe in QQR they will bring the same line up where is skylar will be predical point and as well as they have reference from the five matches alterego before. Alterego can control the early game. Actually, RRQ they have a strong king fight. I think Mirko, it will be the class match in number one”.

1.32.32’

Mirko “Oh, that’s right Goni. Actually, I think they both have similar type of play. I want to see the thing goes for alterego. We are going to collide right here in the first match as you can see from the statistics these guys are really attractive. And right now, I find out who's winning moment that comeback moment to get the victories on so many tears a thing happened the first time they met RRQ Hoshi in the covid-19 regular-season remember alterego Victory in the first leg of RRQ Hoshi. They took him down with a comeback Victory it. First game self it is still want to and now we are going to see which team is going

to be the better team on this day on season 8 right here because it is going to be a banger and banger game”.

1.33.25’

Etherna “Mistakes are high but of course the one who actually cannot win add up against the other still have a chance for the lower bracket. The winner will go to Grand Final. Here so we're just going to have some tea and wait and back for the best from both teams but yes, I have to agree I think she really loves the momentum place and that's all over so many Savages during the regular season”.

1.33.44’

Mirko “Absolutely and Goni, seems like we will check out the MPL ID Instagram for everyone who want to vote and watching, but guys are ready to the game right here because guess what Goni and it turn two players here who have 100 %-winrate on specific. Albert on the ling and Nino’s benedetta”.

1.34.15’

Goni “Oh, I think albert, umm my orediction that’s alterego will ban ling’s albert in the draft, but he can play marksman like granger, roger. This is like the tricky part of alterego meanwhile for the side today we will find Nino because alterego they would like play with mentality where the RRQ such a young player, albert and clay. Perhaps their mentality is strong enough”.

1.34.50'

Mirko “Yeah, I mean clay take look back about the history here clay joining RRQ Hoshi after beating them last season and clay sending home them on the first day. Remember what happened last season man, he was in Genflix Aerowolf but now he’s joined the king. And now look at that, the main man is smile. If we talk about the history Xin and Vyn and also R7 these guys are better man which have a big mentality in MPL”.

1.35.34'

Etherna “And I guess from experiences, RRQ is one of the kings who has best micro skill which not like someone who can particularly we can highlight. Xin is amazing, albert is also amazing, R7 sensationaly, well and oh, I think alterego esport really needs to bare and mind going to the next match. And guys, I also wanna highlight the jungler where it’s that the key in the jungler MPL season 8 Albert got 200 kills in regular season”.

1.36.16'

Goni “Now, and I guess Mirko, again the damage from udil and leo murphy give hifh impact. Especially in this game I see them very confident, but it could be I’m wrong”.

1.36.29'

Mirko “Yeah, look at that, oh the brand ambassador here for AE right here already sitting down watching the game”.

1.36.38’

Etherna “Hahaha”.

1.36.39’

Mirko “And we can also see rasy well differentiante. They’re not a team, they’re a family here. So, we will go to the player of the king’s subtitutes, there are Lemon, right there. Talk about the history, he’s the main man in season one player until this season 7 many people think that he’s the greater player mobile legends of all time right there. We can see also skylar there and Liam, well the tank player unfortunately can’t show his gameplay but we can see the main roster here. This guy (Clay)”.

1.37.21’

Goni “Oh man this guy back on regular season, I think if talk about the consisten midlaner, he is the one of the players. Beside use Beatrix, he also uses yve three time with 100%-win rate”.

1.37.53’

Mirko “Absolutely and now we are going to take a look maybe our heads on on Turney go again remember that albert he goes crazy everyone supports him but alterego their whole team goes crazy which make is

there a reason that they will be able to get the win streak for so long almost 10 seasons remember their performance in regular season very Rocky the first 6 weeks Man 10 and 0 that is Bunkers”.

1.38.27’

Etherna “Where is Bunkers indeed I mean we're going to have to see how their mental game actually pans out because RRQ Hoshi it seems like they're a little stronger in the head I feel they're more experienced innocence and their Synergy is definitely their and Alter Ego after the first time that that win streak broke off by Bigetron Alpha trying to tell me where all cemented in an interview that that was the reason why they lost the next matches so they didn't really say that they could have essentially go against with the match but it was a mental place I actually brought down on to them but guys let's go straight into match number three here game number 1 RRQ Hoshi get Alter Ego at or take a look at the first ban coming in from the first ban it will be Jawhead”.

1.39.10’

Mirko “Jawhead ban comes in again taking it away from me and Leo Murphy resized ride yesterday guess we could turn off or we size as well”.

1.39.22’

Goni “Of these Heroes I think are just ridiculous on the hands of this man picking by RRQ Hoshi with a winrate 80 hundred percent so a shaker I’m sure Acil will give a surprise for us”.

1.39.34’

Mirko “Yeah. I’m sure both coaches have something. But now RRQ Hoshi trying to pick Ling for themselves by banning phoveous and Alterego will test their mental because they can beat albert on his Ling where it will be gonna be a huge huge to RRQ Hoshi confident. And now I don’t think it’s going to be tested to play that safety now. He is a literally alien in this competition”.

1.40.07’

Goni “Hahahaha”.

1.40.08’

Mirko “That’s it, now we are gonna see for RRQ Hoshi to response of the Ling’s ban”.

1.40.15’

Etherna “Yeah, we gonna see what RRQ Hoshi will ban in the last of choice here. It will be pharsa where is the best pick at this moment on the playoffs. And we will see the Alterego next last ban”.

1.40.39’

Goni “Okay, alterego esports here ban X-borg I think here they will pick up Karina, you know again many people say that they really need to think what will they ban here last because RRQ I believe they will pick Yve on the first pick”.

1.40.59’

Mirko “Yeah, the Yve is open right now, RRQ Hoshi they take it away. The ban that Yve is still open right now for RRQ they get to take it away on mine right there as here going to go in for that ban but oh yes like you said Matilda is open for below kid's dad is going to alterego pics of war R&, remember R7 on this paquito it's a very very high percentage high win rate on this here oh but leaving the Matilda open to be picked off by Alter Ego is it a wise move because of you Murphy so far in the sea play the single game of Matilda but has resume was all this over a new deal when in for the Mage Matilda yesterday and was able to just completely destroy bigetron alpha”.

1.41.44’

Etherna “It is very complete answer for the question where is alterego picks Mathilda and Esmeralda. Esmeralda is as well as strong like Mathilda, it is a very strong pick for alterego esports here where Mathilda really really good in early game. It will be made outplays alterego very snowballs in the early game and this is emeralda guys”.

1.42.04’

Goni “Yeah Esmeralda it will be denied the pick of Xin. Tomorrow and It will deny the pick from Xin because taking a Esmeralda is 10 x 70% win rate is like somehow Limited Xin will pick up that oh wow Lunox. Honestly, I don't know will or clay play this hero but we will have to see her as a RRQ Hoshi one more figures they first slave theme a roamer should be good here”.

1.42.34'

Mirko “For sure the next it will gonna be actually the benedetta pick for RRQ Hoshi, this benedetta can deflect to the jungle or to the side line. We don't know whose will gonna play benedetta. And know Alterego need to respons with Nino's hero has been taken. Now again, we are gonna have to see what to be picked here. Can we perhaps predict that Celiboy will pick Harley again because he after beating bigetron alpha, Harley's winrate become 54% and it will be the comfort hero for Celiboy for jungler”.

1.43.23'

Etherna “Oh, it's going to be Natalia picked coming in front of alterego esport guys”.

1.43.31'

Mirko “I feel like, okay you can pick lunox for early game, but RRQ Hoshi just need to give attention for Natalia. Let's see to RRQ Hoshi's pick. They picked Paquito, they picked Lunox, and Benedetta, three flex

hero that can go anywhere literally. And alterego ban rafaela, it's will gonna be a drama, Leo Murphy the only one who plays Natalia in that team he has 100%-win rate but now the RRQ Hoshi need to worries about Natalia”.

1.44.07’

Etherna “Yes, that’s the case albert will actually very very difficult when alterego he's forced to last. I guess I'm going here we are in the second phase of the draft ban and fix for RRQ Hoshi has to take out the screen off the boards we won't be seeing a Karina here in the jungle position for both teams as we're waiting on alterego choose for the next ban”.

1.44.29’

Mirko “Now, right here as we are going to take a look at the heroes of the gold lane as you're, Goni”.

1.44.35’

Goni “What can you tell us about Xin and Nino Nino against RRQ can give performance monstrous in their regular-season here and forced to ask for Xin well he’s like the team fight”.

1.44.51’

Mirko “Also the ban of Vyn right now is Yuzhong, completely getting the target here. Both teams take the four respect bans here and we gonna

have to see what is gonna pick and be the answer here for the side lane for RRQ Hoshi”.

1.45.38’

Etherna “It’s still there is Popol Kupa and Angela”.

1.45.40’

Mirko “No, popol kupa is no longer can be a roamer because it doesn’t have vision anymore. Kupa doesn’t really have skill. But, beside it can picks for roamer, it can be picked for side lane. Maybe popol and kupa jungler, it’s the time to test the limit of the unique Hero. Oh, now Altereo picks Roger for the jungler, for celiboy, so albert will only have the granger and no more slot of hero open for him again. He can pick Yi sun-shin but he just plays YSS 3 times and Granger 7 times”.

1.46.25’

Go “Interesting, honestly if RRQ Hoshi wanna save the early game, they should pick angela and as well lancelot. But if they want to yo know, play save they can find lancelot and semi tank hero to be a sand bag of the damage from alterego”.

1.46.50’

Etherna “Oh, RRQ know the Natalia will play on the side, they pick Aldous and as well as Hylos, and at the moment alterego doesn’t has any answer for the composition coming on RRQ Hosi”.

1.47.07'

Goni "That's right, it's will be the interesting draft from RRQ Hoshi. Hylos  
vyn has played 4 matches get 100%-win rate and yeah very very  
interesting and now we don't know yet where the Aldous go. If it  
gonna be jungler or it gonna be Aldous gold lane. We can see how  
alterego response about it".

1.48.11'

Etherna "Oh, wow it is Nathan, man. Based on the draft, I think RRQ Hoshi I  
choose RRQ Hoshi, they will have a strong team fight than Alterego".

1.48.23'

Mirko "Alterego, they have a Roger posting want to play the wrong address  
is in the early but from the side of the hood used time in their hands  
they have all this free time to go 4 damage and yeah, all the see  
composition wise I'm leaning towards are you taking a number one  
you can actually save off the pressure coming in from Alter Ego he's  
4th in the early to the Mid game maybe just maybe our actual she can  
actually take this in the late game".

1.49.07'

Goni "Okay now we are redy entering to the land of down".

1.49.08'

Etherna “Yes I think it will be very intense in the side lane where both of the teams RRQ Hoshi as well as Alteredgo are preparing for the next of upcoming game but yes I think that Natalia pick was super – super emm it was parameter, so I think RRQ Hoshi have the better draft I’m not sure that Natalia can do good in the game because she will be targeted of Aldous”.

1.49.32’

Goni “Oh yes, that’s I agree. Firstly, I like RRQ’s draft if they can handle the early game because Natalia and Roger very strong in the early”.

1.49.57’

Mirko “Yeah, I mean Xin in the gold lane with the Aldous so gonna have a scaling and alteredgo will no easy to shoot him down”.

1.50.15’

Mirko “And now we are going to the land of down to see the first game on the third match today, so let’s enjoy the game”.

## GAME 2

2.21.14'

Mirko “Welcome to MPL season 8 again #new era, Goni and it turn to the second game because, what AE need to do is they really need to more strong in this competition. They had Pai as emesralda. They had too much but they didn't have scroll the it takes time for him to become an actual group of getting a very good cover as well as she's able to kick people away from anything that is going to be better it was very very and I mean very premature all right Natalia is going to work in the first 3 minutes of the game but it was once a little gets to the fourth level of a guess the ultimate are you really call fit in no that you're going to be able to first turn your Knox is really good against the first Heroes because again all of the girls the order and same thing goes for that Natalia”.

2.22.21'

Goni “Oh, ya that's very right”.

2.22.23'

Etherna “Ya, I think alterego is one team that have really – really strong side lane to come in game number 2. They really need the draft around the side lane”.

2.22.30'

Goni “Yeah, Pai needs the right hero for him. Now we see the players are enter the stage. Well for game number 2 I predict that they will save Nino’s hero if they want set the second game to be them. As RRQ I guess they just, they have a smart draft after this. They just want to counter what they see in alterego pick up and again RRQ they want to limit Nino’s hero in the second game”.

2.22.59'

Mirko “Yeah, honestly this will be very – very interesting to see again. Alterego they need to make Nino become a powerful. This man I think you need to pick hero like Roger and pick hero like Natalia in the first phase. Celiboy and Leo Murphy they have a very – very unique pole, right? They pick Mathilda as well, but I don’t know what’s make alterego can maximize their pick in the first game. They pick Mathilda, but they can flex the roamer position, and also the mage. They pick up natalia, and so what Natalia can do. RRQ pick the counter and then they (alterego) don’t know what will they do after that. They can’t excuse in any game; they can’t use execute in any condition its just simply. So now we’re gonna to see alterego and RRQ Hoshi going to the game number 2. Alterego need to look for the tie to make a 1 – 1 in the best of five”.

2.24.01'

Etherna "Yes 100% Xin will take RRQ here actually looking really – really confident this season looking and he looks very confident in his eyes, the stare".

2.25.15'

Goni "Oh ya, of course he has more confident, he has so much confident from his eyes staring".

2.24.23'

Mirko "Hahaha, absolutely goni, and now we are gonna look at the face, look that, here we are facing the most improve player, we got godlva the man who get the more improve, and Clay the man who very consistent and also Buts".

2.24.41'

Goni "I think about buts, this guy is very brilliant in this season. And we have the baby tiger right there, Ferxix".

2.24.53'

Mirko "And now we are going to the ban and pick for the second game, but okay guys you are from home let's give a hashtag viva RRQ or alterego champs right here to show your love for the team. Give in and maybe get the team to win to hashtag battle right now".

2.25.08'

Etherna "Yes, hashtag battle in here now we wanna hear your prediction about RRq and alterego. I hope alterego can duplicate the result of yesterday's match".

2.25.26'

Goni "Oh, honestly, I want to see this match more interesting so that the viewer can always increase because they're will not disappointed when see this match".

2.25.42'

Mirko "As a caster I agree with you, but I wanna give the best for the viewer 3-2 again like the MPL season 6 in Final. Remember AE and RRQ Hoshi that was the peak of Mobile Legends, alright? See what happened with them goni. RRQ can back-to-back win the game in 30 minutes".

2.26.09'

Etherna "30 minutes that was definitely and 10 smash like a pingpong or tennis".

2.26.16'

Mirko "Oh tennis is boring Eterna, because now we are watching mobile legends baby! MPL Season 8'

2.26.23

Goni “Yeah, I agree with Mirko here, the main of course I sitting here for the moment and energies to creating the best vives in the match. 20 seconds to face the ban and pick right here for the second game of the day. Alterego maybe will give the crazy changes maybe pick a unique hero”.

2.26.57’

Etherna “Do you have any any opinions may be any thoughts for reaching some better draft 2 here coming to the second game but looking at the conditions coming in from alterego go here’s worried about their mental state but we're just going to have to see right okay alter ego esport Des are looking really really strong and again sorry I mentioned that they really really have gotten it back together they are actually super super strong so we're just going to go straight into the draft and ban face here for go team and number two are going against Alter Ego Esports for the second time in your presence for streaming platform Nimo tv RRQ Hoshi has actually taken the head as well as the keto off the 4th the same as game number one as well as Alter Ego out the link and the Hayabusa”.

2.27.44’

Mirko “The side of RRQ Hoshi and away from the right now but what's interesting is both of them didn't choose to switch fries size alter ego

fill the second pick RRQ Hoshi with the first pick and now we are going to take a look at the head-to-head for both exp laners, Goni”.

2.28.02’

Goni “Take a look at the average exp laners is saying at you off what I likes to join the roamer and it will be fine just like and given a room one that which was he will ban paquito now again alter ego esports for their first phase here you really need to pick up something for me oh I believe and for side of our hero she they would like to perhaps it is possible that they would like they would love to pick up the paquito once again but Matilda is the one who is open for faking I believe they will”.

2.28.59’

Mirko “This time still run baby. We are going to go for sure and maybe the paquito ban for the side lane and jawhead hasn't been a day coming through is RRQ will have that Yve in this game if they go for that means to going to be able to the Yve rating for the side of alter ego looking for the snow ball but I just saw the cutest confident already if you want to go for the years that that is most probably going to be like yeah all right you want to go for a Grangers and then they want to go for a front and back and there you go for alter ego is this a mistake if their pick oh Paquito, a little bit to remember Paquito so so good at

canceling his ultimate every single fight right if it is going to be very extremely very hard”.

2.29.48’

Etherna “Honestly the blank and comes into fruition I think this week RRQ Hoshi especially with this yve but yes, this Matilda in the hands of alter-ego esportt I don't know this might actually be too expensive but we're just going to have to see when it comes back down to the game play as we're waiting on RRQ Hoshi next 2 picks”.

2.30.10’

Goni “Yeah here's I'm sure team like RRQ Hoshi has more skenario for Yve for the first pick and Mathilda and Paquito for inside, they should carefully RRQ Hoshi they pick immediately ruby as well benedetta once again. Ruby and benedetta can affecting really - really well, I'm very like this draft from RRQ because Ruby can play in tank position or exp lane. Xin I thibk goes benedetta to the gold or maybe albert use it as jungler. Now Alterego going to the last pick on this drafting they maybe pick jungler or maybe picking up mage first here. They can go for Nino's pick you know. The benedetta has picked but the Yuzhong still really open, the perfect pick especially gets someone like Yve that can canceled the ultimated to go to the back line. Yuzhong is open for him”.

2.31.09’

Etherna “Oh that’s alicia is picked by alter ego esport”.

2.31.11’

Goni “Yeah alicia for Nino. Nino hasn’t got a success with this alicia. Actually, has played with 50%-win rate for now, for this alicia played by Nino but Nino we saw yesterday play with Bigetron Alpha it’s not completely good in gold lane, I think RRQ maybe gone for the same distract”.

2.31.32’

Etherna “Yeah, I guess this see this Alice picked was actually really good as it could actually jump into the back button but knowing that Alice needs a lot of ice and Gail so if that's the Gamble and if they have actually enough time to get to that point especially dresses that RRQ play especially with the split benedetta in there he's off the draft been in expor both are huge ships well. I won't be seeing a Roger game from Celiboy”.

2.32.05’

Mirko “Three ban toward Albert. Hayabusa, Ling, Roger we will see the fourth ban man, RRQ Hoshi will limit the game of Celiboy. It is very hard and alter ego with the last ban it will be granger or will be the lancelet”.

2.32.24’

Etherna “Honestly, we actually if we talk about a large during the regular season they are usually ban and pick against Albert actually mistake because Albert actually has a very wide hero pool. Remember on the team he’s very – very strong. Albert is someone who need to take a focus and I think during so much emphasize the ban for Albert or maybe for the other choice, Alterego Esport will finished the ban with lunox”.

2.32.55’

Mirko “Yeah, will Clay bring the victory? I understand, okay, I guess they're just trying to find esmeralda and then play lunox’s Heroes before the fight but again he is a wild man playing still has 0% battery on it 3 Line supply front and back composition from the hard engage Moultrie go here take it away. Now the ban in Yuzhong. The next is pick from alterego. We know that Celiboy is the type of jungler who does not play Paquito in that jungle, so I just suggest using the one that can play save. They have to play safe so they ban Yuzhong at all. They have Yve they need to secure the backline. They have Yve want to play from the back they don't want someone who can turn into a back line without any punishment”.

2.34.03’

Goni “Oh, for sure for sure. Right now, we are entering the second phase for the pick here I don't want Celiboy would like to secure a jungler

here perhaps okay you have enough magic for an outing as well are you there or first”.

2.34.23’

Mirko “Oh this is very great to pick Khufra where from a guy I want to see for myself at Alter Ego they want to go driving this best pick for the Titans remember Lep Murphy on Khufra not just random Khufra, he’s play with his style to make invasion to the RRQ’s jungler”.

2.34.37’

Etherna “It's very strong here in the side of alter ego esports be able to secure a good season well and RRQ Hoshi they don't they don't have much to see on a Celiboy from this Ruby but sometimes he is not a really reliable source of see see maybe they need something else in order to Lunox as well as Matilda for bees are the last to fix the composition coming in from RRQ Hoshi will be the Brody as well as the X-Borg”.

2.35.08’

Mirko “Yeah, it’s gonna be Brody to play in the gold lane for sure for sure why because in the last patch Brody can no longer put on Jungle leaves so it is not effective at all in the jungle anymore has to be played in the mid lane won't play data but it is which one is going to go as the jungler will it be the X-borg for a jungler or benedetta”.

2.35.32’

Goni “Yeah, I think it’s still here, need a miracle but I guess it could be Albert to play X-borg because why? Because benedetta will be in the exp lane. Here the last pick of alter ego is Granger, but of course Granger here needs to know how to play safe”.

2.35.54’

Mirko “Yeah remembers Albert has 0%-win rate of benedetta also X-borg. I think X-borg here I think we’ll be better on that I want this man to play to be playing something very mechanical right Albert need to be with no it is actually asked worth being played by Albert so hey Goni I might get the game just because I don’t like Albert playing X-borg in the jungler because Alter ego of that they have a very very good dive composition with the as well I’m going to have to send it off, Goni”.

2.36.37’

Goni “Honestly ya, I think you will to let it fire their best here to not just take nothing”.

2.36.45’

Mirko “Okay we’ll go to see what happens in the second game. We are gonna enter the lane of down. Ladies and gentlemen are you guys ready for this game number two. Will RRQ get the tie here to make 1 - 1 and the game will continue to the third game or will the alter ego make this match 2 – 0”.

