

**THE LANGUAGE OF TABOO: A DIVE INTO SAILORTORI'S
EXPRESSIONS IN APEX LEGENDS TIKTOK VIDEOS**

THESIS

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**DEPARTMENT OF ENGLISH LITERATURE
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UNIVERSITAS ISLAM NEGERI MAULANA MALIK
IBRAHIM MALANG
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THESIS

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(S.S.)

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STATEMENT OF AUTHORSHIP

I state that the thesis entitled “**The Language of Taboo: A Dive into Sailortori's Expressions in Apex Legends TikTok Videos**” is completely original and does not incorporate any previously written or published content from other individuals, except for material explicitly acknowledged through proper references and documented in the bibliography. Therefore, any objections or claims arising from this work are solely my responsibility.

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MOTTO

"The winner is someone who is able to survive till the end."

(Nur Laila A'liyatus Syarif)

DEDICATION

This thesis is proudly dedicated to the following:

Myself,

Nur Laila A'liyatus Syarifa

My beloved parents,

Ibu Mariyam and *Bapak* Muhammad Syafi'i

My precious grandparents,

Bapak Mahmud and *Ibu* Tumini

My Strict Uncle,

Imam Ludfi

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Finally, I became aware of several flaws in this thesis. Therefore, I appreciate any feedback and ideas, especially if they help the next researcher conduct a better study. This study may shed some light on the subject for English Literature Department students and spark a new debate in academia about approaching comparable research from various angles.

Malang, October 9, 2023

The Researcher

A handwritten signature in black ink, appearing to be 'Nur Laila A'liyatus Syarif', written over a light grey rectangular background.

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ABSTRACT

Syarifa, Nur Laila A'liyatus. (2023). *The Language of Taboo: A Dive into Sailortori's Expressions in Apex Legends TikTok Videos.* Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor Ulil Fitriyah, M.Pd., M.Ed.

Keywords: Sociolinguistics, Taboo Words, Gamer, Sailortori, Apex Legend, TikTok

Some gaming video content has recently gained attention on one of the social media platforms, TikTok. The virality of gaming content is due to the numerous influencers frequently uploading gaming content, one of whom is an influencer known as Sailortori. Among the plethora of gaming content, the most popular is currently the game Apex Legend. In this study, researcher examine the sociolinguistic context and language, specifically focusing on the types of taboo words and their functions used by Sailortori or her co-stars in the videos. This study analyzes 12 videos from Sailortori's account containing taboo words. It employs a descriptive qualitative research method utilizing theories from Bastistella (2005) and Wardhaugh (2006). Bastistella's theory (2005) is used to identify the types of taboo words used by Sailortori, while Wardhaugh's theory (2006) is employed to analyze the functions of these taboo words. The primary goal of this research is to raise awareness among readers regarding the use of taboo words and to improve the recognition of words that should be avoided. The findings indicate that obscenity is the most frequently used type of taboo word, appearing 13 times. The type of taboo word profanity appears the least, which only appears once. The taboo word epithets appeared 6 times and vulgarity appeared 3 times. Moreover, this study reveals that taboo words in the videos are not solely used for insulting; they can also serve the purpose of establishing familiarity.

مستخلص البحث

شريفة، نور ليلي أليأتوس (2023). الكلمات المحرمة التي يستخدمها لاعبو سايلورتوري في لعبة Apex Legend التي تم تحميلها على تيك توك. أطروحة. قسم الأدب الإنكليزي، كلية العلوم الثقافية، جامعة مولانا مالك إبراهيم الحكومية الإسلامية مالانغ. المشرف أوليل فترية، دكتوراه في الطب، دكتوراه في الطب

الكلمات الرئيسية: اللغويات الاجتماعية، الكلمات المحرمة، الألعاب، سايلورتوري، Apex Legend، تيك توك

بعض محتوى ألعاب الفيديو قد لفت مؤخرًا انتباهها على إحدى منصات وسائل التواصل الاجتماعي، وهي تيك توك. إن انتشار محتوى ألعاب الفيديو يعود إلى العديد من المؤثرين الذين يقومون بشكل متكرر بتحميل محتوى ألعاب الفيديو، واحد منهم هو المؤثر هو الأكثر شهرة حاليًا Apex Legend ومن بين الكثير من محتوى ألعاب الفيديو، يعتبر لعبة Sailortori المعروف باسم في هذه الدراسة، قام الباحثون بفحص السياق الاجتماعي اللغوي واللغة، مركزين بشكل خاص على أنواع الكلمات التابو ووظائفها الذي يحتوي على Sailortori أو زملاؤه في الفيديوهات. تم تحليل 12 فيديو من حساب Sailortori التي يستخدمها و (2005) Bastistella كلمات تابو. وقد استخدمت هذه الدراسة أسلوب البحث الوصفي النوعي باستخدام نظريات من لتحديد أنواع الكلمات التابو التي يستخدمها (2005) Bastistella تُستخدم نظرية (2006) Wardhaugh لتحليل وظائف هذه الكلمات التابو. الهدف الرئيسي لهذا (2006) Wardhaugh بينما تُستخدم نظرية Sailortori، البحث هو زيادة الوعي بين القراء بشأن استخدام الكلمات التابو وزيادة التعرف على الكلمات التي يجب تجنبها. أظهرت النتائج أن أكثر نوع من الكلمات التابو استخدامًا هو الفاحشة، حيث ظهرت 13 مرة. وبالإضافة إلى ذلك، كشفت هذه الدراسة أن الكلمات التابو في الفيديوهات لا تُستخدم فقط للإهانة، بل يمكن أن تستخدم أيضًا لأغراض تعزيز التواصل والتقارب

ABSTRAK

Syarifa, Nur Laila A'liyatus. (2023). *Kata – Kata Tabu yang Digunakan Oleh Gamer Sailortori di Game Apex Legend yang Diunggah di TikTok*. Skripsi. Jurusan Sastra Inggris, Fakultas Ilmu Budaya, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Pembimbing Ulil Fitriyah, M.Pd., M.Ed.

Kata Kunci: Sociolinguistik, Kata Tabu, Gamer, Sailortori, Apex Legend, TikTok

Beberapa konten video game baru-baru ini mendapat perhatian di salah satu platform media sosial, TikTok. Viralitas konten game ini disebabkan oleh banyak pengaruh yang sering mengunggah konten game, salah satunya adalah seorang pengaruh yang dikenal sebagai Sailortori. Di antara beragam konten game, yang paling populer saat ini adalah game Apex Legend. Dalam penelitian ini, para peneliti menguji konteks sociolinguistik dan bahasa, khususnya fokus pada jenis kata-kata tabu dan fungsi mereka yang digunakan oleh Sailortori atau rekan-rekannya dalam video. Penelitian ini menganalisis 12 video dari akun Sailortori yang berisi kata-kata tabu. Ini menggunakan metode penelitian kualitatif deskriptif yang memanfaatkan teori dari Bastistella (2005) dan Wardhaugh (2006). Teori Bastistella (2005) digunakan untuk mengidentifikasi jenis kata-kata tabu yang digunakan oleh Sailortori, sementara teori Wardhaugh (2006) digunakan untuk menganalisis fungsi dari kata-kata tabu ini. Tujuan utama dari penelitian ini adalah untuk meningkatkan kesadaran pembaca mengenai penggunaan kata-kata tabu dan meningkatkan pengenalan terhadap kata-kata yang sebaiknya dihindari. Temuan menunjukkan bahwa unsur ketelanjangan adalah jenis kata tabu yang paling sering digunakan, muncul sebanyak 13 kali. Jenis kata tabu yang memiliki unsur kata-kata kotor muncul paling sedikit yaitu hanya muncul 1 kali. Kata tabu yang memiliki unsur julukan muncul sebanyak 6 kali dan jenis kata tabu yang memiliki unsur vulgaritas muncul sebanyak 3 kali. Selain itu, penelitian ini mengungkapkan bahwa kata-kata tabu dalam video tidak hanya digunakan untuk menghina; mereka juga dapat digunakan untuk tujuan membentuk keakraban.

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CHAPTER I

INTRODUCTION

This chapter outlines several points related to the research field, namely the background of the study, research questions, significance of the study, scope and limitations, and keywords.

A. Background of the Study

In recent times, gaming video content has gained substantial popularity on TikTok, a prominent social media platform. This surge in the virality of gaming content is largely attributed to numerous influencers consistently sharing videos of their gameplay on TikTok. A simple search using the keyword 'game' reveals a wealth of game-related content, highlighting the significance of this trend. Among the vast array of gaming content, the Apex Legend game currently dominates the landscape.

Within the realm of Apex Legend, a disconcerting trend has emerged: the inclusion of taboo words in game-related content. These taboo words come with specific rules governing their pronunciation, usage, and the potential for shifts in meaning. Consequently, the misuse of such words can lead to discomfort and a sense of insecurity among users and viewers. This noteworthy phenomenon has prompted the author to undertake a more in-depth examination of the use of taboo words within the context of the Apex Legend game.

Taboo expressions can be described as sentences or actions that the community refrains from using, given that they transgress norms of politeness (Badriyah et al, 2023). According to Wardaugh (2006), taboo behaviors are considered harmful to society, causing feelings of anxiety, embarrassment, and

fostering disrespectful actions. TikTok's guidelines explicitly address taboos, particularly those related to elements of sexuality, such as offensive photos, the depiction of minors in a state of undress, content involving children, and explicit sexual content. These guidelines encompass content featuring sexual solicitations, explicit sexual conversations, sexual images, and the provision of sexual services. Violating TikTok's content guidelines can lead to the removal of the video content. In severe cases of violation, the consequence could be the deactivation of the TikTok account. Consequently, taboo words in the context of the Apex Legend video game on the TikTok application predominantly consist of vulgar words, such as 'dk' and 'a***e.'

The subject of this study revolves around the TikTok account of @sailortori, a prominent female influencer known for her content related to the Apex Legend game. Among female gaming influencers, @sailortori holds the distinction of having the largest number of followers. Notably, @sailortori is not limited to TikTok; she is also a Twitch streamer and enjoys the status of an EA partner. Within her TikTok account, @sailortori has shared a total of 517 videos, a noteworthy portion of which include the use of taboo words.

These videos are further characterized by the presence of derogatory remarks directed at @sailortori by her male co-stars. These co-stars often propagate the notion that female streamers primarily rely on their physical appearance to garner views, suggesting that they should demonstrate superior gaming skills. Contrary to this assertion, @sailortori asserts that her skills are the primary attraction for her viewers. In response to these challenges, @sailortori deliberately employs taboo words, serving as the catalyst for this research into the use of taboo words within @sailortori's video content.

The foundation for this study is significantly informed by prior research on the use of taboo words in social media. The connection between previous research and this study is rooted in the identification of usage patterns for frequently used taboo words, or those that consistently appear. Such analyses form the basis for a better understanding of the nuanced utilization of taboo words. Notable studies in this domain have explored taboo words on various social media platforms, including investigations by Husda et al. (2021), Eid (2021), Lidbäck (2020), and Rodriguez (2022). For instance, Husda et al. (2021) and Lidbäck (2020) examined the presence of taboo words on Twitter and YouTube, highlighting that these words often serve as vehicles for humor and relaxation. In a different context, Eid (2021) investigated the use of taboo words by Jordanian students on Facebook, finding that these students frequently resorted to name-calling by likening others to animals. Furthermore, Rodriguez's (2022) research delved into taboo words within the Only Fans application, revealing their association with sexual activities such as explicit sexual conversations and live streaming of sexual content. It's noteworthy that previous research rarely ventured into the context of taboo words on TikTok.

The realm of TikTok gaming content has also witnessed several studies conducted by researchers such as Maelani (2020), Lumbangaol (2021), Heidary & Barzan (2019), Herlisya & Wiratno (2022), and Pratiwi et al. (2021). For instance, Maelani's (2020) study focused on taboo words within the context of the game PUBG, particularly those falling within the vulgar category. Similarly, Lumbangaol's (2021) research emphasized the positive impact of using games as educational tools for expanding vocabulary. In another vein, Heidary and Barzan (2019) found that playing games could influence individuals to employ a wider

range of vocabulary. Among these studies, Pratiwi et al. (2021) examined the application of TikTok for learning English pronunciation, concluding that it positively contributed to improved speaking and literacy skills. Likewise, Herlisya and Wiratno's (2022) research revealed that the use of the TikTok application had the potential to enhance students' learning activities and speaking skills. Notably, these studies have yet to delve into the types of taboo words used in TikTok videos and their function within the TikTok application.

While numerous studies have explored the use of taboo words across various social media platforms and gaming contexts, the specific landscape of TikTok remains relatively underexplored. In particular, there is a conspicuous gap in understanding the use of taboo language on TikTok, particularly within the realm of game-related content. Paradoxically, despite TikTok's content guidelines explicitly prohibiting the use of taboo words, these words persist within content related to popular games such as Apex Legend. Consequently, this study undertakes the critical task of categorizing taboo words and scrutinizing their usage within the TikTok platform. The choice of @sailortori as the central subject of this research is rooted in her status as one of the platform's most prominent female gamers, commanding a substantial following. Moreover, her recurrent encounters with taboo language and her responses to such instances form a unique aspect of this study. In essence, this research aims to not only identify the categories of taboo words but also analyze how @sailortori employs them within her TikTok content.

The distinctive feature that sets this research apart from prior investigations is its commitment to fostering an understanding of responsible language use within the domain of social media, with a particular focus on TikTok. To achieve this

goal, two fundamental theoretical frameworks have been deployed: Wardaugh's (2006) and Bastistella's (2005). These frameworks offer valuable insights into the use of taboo words, rendering them exceptionally suitable for this research. Bastistella's framework categorizes taboo words into four distinct categories: epithets, profanity, vulgarity, and obscenity. On the other hand, Wardaugh's theory provides a comprehensive framework for understanding how taboo words function within TikTok videos created by @sailortori, categorizing them into four functions: attracting attention, expressing contempt, provocation, and challenging authority.

B. Research Questions

The research questions formulated based explicitly on the background as follows:

1. What types of taboo words are utilized in TikTok videos by @sailortori?
2. What are the functions of taboo words used in video by @sailortori?

C. Significance of the Study

This research holds significant practical importance, as the findings can serve as valuable references for future researchers, deepening their comprehension of the use of taboo words across various contexts. By shedding light on this aspect, it becomes easier for TikTok users to identify and avoid the use of inappropriate words in their video content.

Furthermore, the study of taboo words on TikTok can contribute to a broader understanding of language choices made by content creators. It delves into the impact of taboo words on the audience and society, emphasizing the potential harm they can inflict on others. This insight can raise awareness among

content creators, encouraging them to exercise greater sensitivity and responsibility when using language that may be offensive.

Additionally, educators can leverage the findings as a teaching resource, enabling further research on the same subject. The study lays the groundwork for future exploration and investigation into this critical area, contributing to the broader comprehension of language use in the digital realm.

D. Scope and Limitation

This research delves into the field of sociolinguistics, focusing on the study of taboo words on the TikTok application. In sociolinguistics, the study of taboo words explores their usage, comprehension, and how they evolve within the context of communication. This study encompasses the use of taboo words by social media users, their impact on interactions, and how the understanding and usage of such words change over time, particularly in response to various events.

Specifically, this research centers on identifying the types of taboo words and their functions within the TikTok application. To accomplish this, the study relies on two key theories: Bastistella's categorization of taboo words (2005), which classifies them into obscenity, profanity, vulgarity, and epithets, and Wardaugh's theory (2006), which analyzes the functions of taboo words, categorizing them into four categories: drawing attention to oneself, showing contempt, mocking authority, and being provocative.

To streamline the research, data is exclusively drawn from the TikTok account of @sailortori. This selection is justified by the account's ample use of taboo words and @sailortori's status as a prominent gaming influencer with a substantial following. To achieve the research objectives, only 12 videos were chosen for

data collection. This decision is grounded in the fact that these videos are exclusively focused on the use of taboo words, and the narrower data analysis aligns with the study's primary objectives of identifying the types and functions of taboo words used in the videos.

However, it is important to note that this study's data collection is limited in scope. The 12 selected videos cannot comprehensively represent the full spectrum of variation in TikTok content. By focusing on these specific videos, the study sacrifices a broader perspective, thus missing less popular content. This limitation is intentional, as it allows for a more in-depth examination of the use of taboo words within the context of @sailortori's content.

E. Definition of Key Terms

To minimize misunderstanding in this study, the researcher explains the following key terms:

Taboo words: A form of attention to a deviant behavior that is believed to be prohibited because it relates to the law of norms and morals. Taboo words in this research are epithets, profanity, vulgarity, and obscenity.

TikTok: A social media app to load, share, and discover short videos millennials use to express themselves by lip-singing, dancing, comedy, singing, etc.

Apex Legend: A free battle royale game created by Respawn Entertainment and released by Electronic Arts. The Titanfall universe serves as the setting for the game.

Sailor Tori: A female Apex legend game player who shares snippets of her video games on the TikTok application, where many taboo words are found and many followers on TikTok.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter contains sociolinguistics, the definition of taboo words, Bastistella's types of taboo words (2005), Wardaugh's function of taboo words (2006), and community guidelines on TikTok. This provides a better understanding of the analysis and will be discussed in this chapter.

A. Sociolinguistics

Sociolinguistics is a multidisciplinary field that combines sociology and linguistics, two closely intertwined empirical disciplines. Sociology is a scientific study that impartially examines the individuals, organizations, and social systems within a given society. Sociolinguistics, as explained by Wardaugh and Fuller (2015), focuses on how language operates in daily interactions, the influence of media exposure on language, and the existence of social norms, regulations, and laws governing language.

As Trudgill (2000) emphasizes, sociolinguistics explores language as a social and cultural phenomenon. The social context in which people converse significantly shapes their language usage. People adapt their speech to suit the situation, audience, and the level of familiarity with their interlocutors (Oktaviabri & Degaf, 2023). This leads to varying communication styles and language choices influenced by factors such as race, culture, and social class, which have become particularly prominent in countries like America and Britain (Holmes, 2001).

Holmes (2001) further asserts that sociolinguistics investigates the dynamic interaction between language and society. Researchers in this field seek to understand why people adopt different linguistic styles in diverse social settings and how language serves as a means of conveying social meaning. By observing

how individuals use language across various social contexts, sociolinguists gain insights into language, social relationships, and the role of language in expressing aspects of one's social identity.

Sociolinguistics explores several potential relationships between language and society (Ashfiya & Degaf, 2023):

1. Social structure impacting language structure and behavior: The structure of society can influence how language is structured and how people use it. Factors like geographical location, socioeconomic status, ethnicity, and gender may influence linguistic choices and behaviors.
2. Language structure and behavior influencing social structure: Conversely, language choices and behaviors can impact or determine social structure. Social expectations and linguistic styles are intertwined, affecting how individuals are perceived in society.
3. Bidirectional influence between language and culture: Language and culture can affect each other in a reciprocal manner. This dialectical relationship can have a profound impact on how both language and culture evolve.
4. Language structures as independent of culture: In this perspective, linguistic structures and cultural factors are seen as separate entities with no direct connection. Alternatively, it may be suggested that while a relationship may exist, it remains incompletely understood due to the complexities of language and culture.

The rise of social media is an integral part of contemporary society and has a significant impact on language and communication. The use of online media, especially among Indonesian teenagers, is pervasive. Social media platforms like

Facebook, YouTube, Twitter, and TikTok have gained immense popularity among Indonesian youth, offering educational resources, entertainment, and even opportunities for financial gain.

The research highlights the widespread use of mobile phones among Indonesians, with 89% of the population relying on them for daily information and communication. The convenience of social media applications such as WhatsApp, Line, TikTok, Facebook, and Twitter has led to their widespread use. Students, in particular, engage with these platforms daily for communication and information. However, this casual form of communication on social media often involves non-formal language, sarcasm, slang, and abbreviations, leading to breaches of communication etiquette and causing offense. Therefore, promoting communication ethics and maintaining civility on social media has become vital in the age of digital globalization. Communication ethics involve adhering to standards of politeness and respect in digital interactions to reduce misunderstandings and conflicts.

B. Definition of Taboo Words

Taboos are phrases or words that are considered obscene or embarrassing. Therefore, using it in public places is not recommended, according to Richards and Schmidt (2010). In addition, it is advisable not to use the term taboo because it is related to behaviors that will make others uncomfortable and worried (Trudgill, 2000; Wardhaugh, 2006). Behavior is very important in social interaction because people lose their fear of others when they act (Degaf et al, 2023). In addition, a person's taboo phrases may reveal much about their morals and ideals. This implies that frequent users may lose their sense of dignity.

Some believe that taboo words can negatively affect the listener and cause conflicts and problems for those who find the speaker's comments offensive. The idea is that individuals identify taboo words as terrible because they contain any element that is cruel and unsuitable and should be avoided (Fakuade, 2013). If a person does not belong to a certain civilization that upholds the same norms, it may be difficult to understand taboo words in other societies.

Mbaya (2002), a linguist who defines taboo words as statements that should be avoided to prevent harm to other members of society, defines it as any speech in a language distinguished by incongruity, terrible character, and lack of morality. Some linguists say taboo words should be avoided because they contain simple and disrespectful language. However, words with a sacred function may be prohibited outside a sacred ceremony. For example, when discussing religion or in a religious atmosphere such as a church.

1. Types of Taboo Words

Four categories of taboo words—epithets, profanity, vulgarity, and obscenity—are suggested by Batistella (2005).

a. Epithets

Slurs such as "bitch" and "phage" are examples of the various forms of epithets. Other terms used as epithets include references to skin color, ethnicity, gender, sexual orientation, appearance, and disability, such as n*gg*r, motherf**ker, and t*t-man (Batistella, 2005).

b. Profanity

According to Batistella (2005), profanity can be classified as a religious curse because it often involves the use of what is considered sacred. In Doyle (2006),

Jay goes into more detail, defining profanity as a language that involves using religious terminology in an obscene, secular, or sloppy way. The speaker intends not to criticize God or religion but to express an emotional reaction to a particular motive. These words include J*s*s Chr*st, h**l, d**n, and godd**n, for example, the phrase J*s*s Chr*st in the following dialogue.

c. Vulgarity

In particular, terms or statements roughly referring to sexual anatomy and excretory function are considered vulgar or obscene. Batistella (2005), The degree of prudence determines the difference between vulgarity and obscenity, which is often 22. In other words, obscenity is an example of unfiltered street slang use (Jay, in Doyle, 2009). In addition, Jay (in Mercury, 1995) claims that vulgarity is used to demean or demean the object of reference or the subject of the description.

d. Obscenity

Expressions that offend the senses are disgusting, abusive, and morally repulsive, are referred to as obscenity, and are forbidden to be used in public (Jay, in Doyle, 2009). In addition, profanity is defined by Batistella (2005) as phrases or expressions that refer to the sexual or excretory system or that distinguish between the sexes. The words f**k and s**t fall into this category.

2. Function of Taboo Words

Usually, words that are considered taboo are said for a specific reason. According to Wardhaugh (2006), banned words are ignored on specific occasions because they serve various purposes, including attracting attention to oneself, expressing disgust, provoking others, and mocking authorities. Examples follow

the following succinct descriptions of the roles of taboo words in discussions to provide a clear explanation of the functions of these terms.

a. To Draw Attention to Oneself

Someone may occasionally say taboo words to draw attention from their audience. Speaking boldly and compellingly using words whose connotation can elicit a prompt response from the audience will help presenters capture the audience's attention. Because of their powerful connotations, people use forbidden phrases because they think they can use them to catch their audience's attention. The example of a banned word that serves as a self-promotional tool is shown below.

*A: What the f**k are you doing, anyway? Just now, the motor died.*

*B: I tell you, idiot, a a*s n*gg*s not to be doin' that shit*

In the dialogue described above, 'A' tries to catch his friend's attention because he believes his friend is concerned about being apprehended by the authorities. Therefore, to grab their attention so his friend can calm down, he yells at his companion, asking, "What the f**k are you doing?"

b. To Show Contempt

When two people use prohibited terms in conversation, it can signify contempt. The idea that someone or something is completely useless and unworthy of respect is known as contempt. In other words, when someone tries to convey contempt by employing prohibited terms, they will disrespect the addressee by using language that could hurt their dignity.

*I warned you n*gg*s not to be doing that crap, Chessie.*

The gun is not mine, says Sola. I would want to avoid prison.

It is evident from the exchange above that Chessie's use of the derogatory term *ass n*gg*s* was intended to convey contempt since he was upset at Sola. Chessie believes Sola brought a rifle, but it is not his. The derogatory term "*n*gg*s*" is another way to say "*n*gg*r*," which means disparaging black people's race.

c. To Be Provocative

When someone uses taboo terms, they can be trying to elicit a specific reaction from others, such as rage or feeling violated. The protester's most effective symbolic tool for inciting an out-of-control response is vocal vulgarity. When the response complies with the speaker's expectations, taboo words are deemed successful. Here is a conversational example.

*I told you not to f**kin' sign me up. Jimmy.*

David: So, you want to fight me right now?

Jimmy expresses anger to David in the conversation above because David signed Jimmy up for a rap fight without getting his consent. Jimmy uses the term "fuck" to make David angry since he finds David's behavior annoying. David becomes enraged and wants to fight Jimmy. Jimmy can incite David's rage in this exchange.

d. To Mock Authority

When someone is angry with how the people view something, such as the government or an institution, they may utilize forbidden words. The use of verbal obscenities expresses a deep dislike for social norms, a rejection of authority, and impertinence toward sacred objects. Put another way, people use prohibited phrases to express dissatisfaction when reality does not match their expectations. In order to express their doubt about governmental matters, some people may prefer to utilize certain banned terms that mock authority.

*Hoot: Politics and all that s**t go out the window as that first bullet passes through your head.*

Steele: Today, I simply want to get it right.

The taboo word "s**t" in the exchange above indicates that Hoot is extremely tired of politics and related topics. He uttered the word "s**t" to make fun of the political climate in his nation and express his displeasure with it.

C. Community Guidelines on TikTok

As of April 21, 2023, the TikTok app has implemented updates to its Community Guidelines, reinforcing its commitment to providing a safe, inclusive, and welcoming environment for all users. TikTok's mission is to inspire creativity and spread joy while fostering a global community where individuals can create, share, explore the world, and connect with people worldwide. The Community Guidelines play a pivotal role in establishing common norms and codes of conduct that contribute to this safe and supportive community.

At TikTok, diversity, inclusion, and authenticity are of paramount importance, and these Community Guidelines are applicable to every user and all content on the platform. TikTok actively enforces these guidelines through a combination of technological solutions and human moderation, striving to identify and address potential infringements before they are reported by users. Additionally, TikTok encourages its community members to utilize the reporting mechanisms on the platform to flag content or accounts that they believe violate the Community Guidelines.

TikTok is committed to promptly removing any content that contravenes these guidelines, including videos, audio, live streams, comments, links, or textual content. Accounts and users found to be involved in egregious or repeated violations may face temporary or permanent bans from the platform. In cases

where there is credible and potentially imminent danger to human life, TikTok may report such conditions to legal authorities.

Furthermore, TikTok's full user experience is intended for individuals aged 14 and older. The platform actively deletes accounts of users suspected to be under the age of 14. In the United States, TikTok offers TikTok for Young Users, a dedicated app experience tailored to a younger audience, featuring enhanced privacy safeguards and protections.

Several key aspects of TikTok's Community Guidelines include restrictions on live content eligibility. The platform prohibits various categories of content, including:

1. **Nudity and Sexual Activity Involving Minors:** TikTok strictly forbids content that explicitly features the display of breasts, genitals, anus, buttocks, or any behavior insinuating or imitating sexual conduct involving minors. This prohibition extends to digitally created or manipulated content.
2. **Adult Nudity and Sexual Activity:** TikTok aims to maintain a platform that feels secure and comfortable for users. As such, it does not permit nudity, pornography, or sexually explicit content. The guidelines also prohibit content that depicts or encourages unauthorized sexual exploitation or abuse, the unauthorized sharing of intimate photos, and solicitation.
3. **Sexual Harassment:** TikTok does not tolerate content that glorifies, normalizes, or promotes sexual harassment, regardless of the user's intent. This encompasses any unwanted or inappropriate sexual behavior directed at another person.
4. **Hateful Ideology:** Hateful ideologies, which involve the expression of genuine hatred toward others based on their protected attributes, have no place in

TikTok's inclusive and supportive communities. Content that promotes or glorifies such ideologies, including but not limited to white supremacy, misogyny, anti-LGBTQ sentiments, and antisemitism, is subject to removal.

These guidelines play a vital role in fostering a safe and respectful TikTok community and reflect the platform's commitment to maintaining a supportive and inclusive environment for all users.

CHAPTER III

RESEARCH METHOD

This chapter consists of the methodology used by the researcher to identify and analyze the data, which covers research design, research instrument, data and data source, data collection, and data analysis

A. Research Design

This research employs a qualitative descriptive method as its research design. The choice of this method is grounded in the need to analyze social phenomena and situations, making it the most suitable approach. The qualitative descriptive approach employed in this research serves the purpose of comprehensively understanding, describing, and providing in-depth explanations of these phenomena. Moreover, the outcome of this research consists of descriptive data in the form of text derived from video content.

This method aligns with Creswell's perspective, as articulated in the book "Research Design" (2014). Qualitative research, as defined by Creswell, is an approach that seeks to describe, analyze, and interpret the meaning encapsulated in the experiences of individuals and groups within society. This approach is particularly well-suited for examining issues related to society, the environment, and human experiences.

In essence, the qualitative descriptive method will facilitate a nuanced exploration of the research questions, allowing for a rich and detailed understanding of the use of taboo words in the TikTok content created by @sailortori. It provides the means to delve deeply into the social and cultural aspects surrounding this phenomenon.

B. Data and Data Source

The data utilized in this research consists of English words or phrases containing taboo words extracted from video content uploaded to the TikTok application. The primary data source is derived from TikTok videos posted on the account @sailortori, with a specific focus on gaming video content. Specifically, the videos selected for analysis are those that contain instances of taboo words.

The data collection period spans from May to November 2022, encompassing the most recent available content. A total of twelve videos were selected for analysis, each of which featured numerous instances of taboo words. The criteria for selecting these videos were twofold: they contained a substantial number of taboo words and had garnered a large number of views.

The selected data was chosen to align with the research's primary objectives and theoretical framework. The data comprises taboo words that are amenable to analysis using the theories proposed by Bastistella (2005) and Wardaugh (2006). To access the data, the researcher utilized the TikTok application and accessed the relevant video posts on the account @sailortori. Specific link containing data are found in <https://www.tiktok.com/@sailortori? t=8dSqmN3CDWU& r=1>. The limitation on the quantity of data collected was deliberate, aimed at preserving data validity and ensuring a focused and in-depth analysis. The data utilized in this research consists of English words and phrases extracted from video content uploaded to the TikTok application. The primary data source is derived from TikTok videos posted on the account @sailortori, with a specific focus on gaming video content. Specifically, the videos selected for analysis are those that contain instances of taboo words.

C. Research Instrument

In this research, the primary research instrument employed is the researcher herself. The researcher played a pivotal role in the acquisition, collection, observation, and analysis of the data extracted from the videos posted on the TikTok application, specifically from the @sailortori account.

The process of data collection involved the researcher identifying the @sailortori account based on the criteria of frequently uploading content containing taboo words. Subsequently, the researcher observed and documented the occurrences of taboo words within the selected video content.

The analysis of the taboo words involved categorizing and understanding their types and functions based on a predetermined theoretical framework. A data transcription method was utilized to systematically scan and examine the terms within the videos, facilitating the identification and categorization of the taboo words used in the TikTok video content presented by the influencer.

D. Data Collection

The data collection process in this study involved several systematic steps:

1. **Keyword Search on TikTok:** Initially, the researcher initiated the data collection process by accessing the TikTok application and conducting a search using the keyword 'game.'
2. **Selection of Data Source:** Subsequently, the researcher identified and selected the TikTok account @sailortori as the primary data source. This selection was made based on the presence of a video playlist within the @sailortori account that contained taboo words. @sailortori's account was chosen because of her status as a prominent streamer with a substantial

following, and her content frequently appeared on the 'for your page' section of TikTok.

3. Examination of Video Playlist: The researcher conducted a comprehensive examination of the entire playlist of video content within the @sailortori account.
4. Selection of Target Videos: The researcher specifically focused on selecting video content that contained taboo words and had been uploaded between May and November 2022. This time frame was chosen to ensure that the data collected was up-to-date and relevant to the research objectives.
5. Data Transcription: The researcher engaged in the process of transcribing the taboo words from the selected videos. This involved playing the videos, pausing, rewinding, or replaying as needed to accurately capture and document the conversations and dialogues that contained the taboo words.

The resulting list of transcribed taboo words served as the primary data for the subsequent analysis, which was presented in the research appendix. This rigorous data collection process aimed to provide a comprehensive and current dataset for the study.

E. Data Analysis

The data analysis process involved several structured steps:

1. Data Preparation: The researcher began by organizing the collected video content containing taboo words from the @sailortori account.

2. **Categorization of Taboo Words:** The collected data was categorized into four distinct groups, as outlined in the theory proposed by Bastistella (2005). These categories are: Obscenity, Profanity, Vulgarity, Epithets
3. **Function Analysis of Taboo Words:** The researcher then proceeded to analyze the function of the identified taboo words within the data. This analysis was guided by Wardaugh's (2006) theory, which categorized the functions of taboo words into four groups: drawing attention to oneself, showing contempt, being provocative, mocking authority,
4. **Contextual Analysis:** It's important to emphasize that the analysis of taboo words considered the role of context in determining the type and function of these words, as per the theoretical framework used. The researcher recognized that the function of a taboo word could vary significantly depending on the specific context in which it was used.
5. **Descriptive Conclusions:** The analysis led to the formulation of descriptive conclusions, summarizing the general findings and patterns within the analyzed data. This included information about the frequency of occurrence of specific taboo words and their functions. A numbering system, such as 1.1, was employed for coding the data, where the first number indicated the video number, and the second number represented the specific data point within that video.

The comprehensive data analysis aimed to provide a clear and detailed understanding of the types and functions of taboo words used in TikTok video content posted by @sailortori. The application of established theories allowed for a structured and systematic analysis of the collected data.

CHAPTER IV

FINDINGS AND DISCUSSION

This chapter presents the findings and discussion. In this section, the results are to answer two research questions investigating the types of taboo words used by the @sailortori account using Bastistella's theory (2005) and the functions of taboo words used in the @sailortori account using Wardaugh's theory (2006). Further analysis of each problem is presented in the discussion section.

A. Findings

This section outlines the study's findings, divided into two subchapters: the categories of taboo words, which will be described based on the four categories proposed by Bastistella (2005). Bastistella (2005) classifies the types of taboo words into four types, namely obscenity, profanity, vulgarity, and epithets. In addition, the second sub-chapter describes the functions of taboo words based on the four functions proposed by Wardaugh (2006). Wardaugh (2006) divides the functions of taboo words into four parts, namely to attract attention, provocative, insulting, and mocking. The researcher took 23 data to analyze the types of taboo words and 10 data to analyze the functions of taboo words. The author presents the explanation in the form of a descriptive analysis.

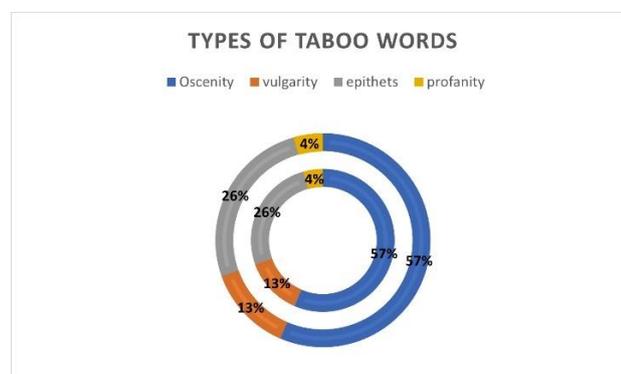


Diagram 1. Types of Taboo Words in TikTok @sailortori

In this section, the findings on the types of taboo words used in *@sailortori* videos are shown in the diagram above. Four taboo words are found: obscenity, vulgarity, epithets, and profanity. Taboo words that belong to the obscenity type are seen as much as 57% (13), and taboo words that belong to the vulgarity type are found as much as 13% (3). Taboo words belonging to the kind of epithets were found to be 26% (6), and taboo words belonging to the type of profanity were found to be 13% (1).

To provide clarity and context for each data point, specific codes were used, incorporating the video number and data number. Additionally, markings were applied to indicate whether a particular taboo word was uttered by Sailortori or her teammates (if present).

For example:

"1.1" represents the first data point in the first video.

"A" indicates that the taboo word was used by Sailortori's first teammate.

"AS" is used to mark the second teammate of Sailortori.

If data points are not presented consecutively, it implies that the missing data did not align with the list of taboo word types or functions.

This detailed analysis categorizes and quantifies the types of taboo words found in *@sailortori*'s TikTok videos, providing valuable insights into the specific content and language used in these videos.

1. Types of Taboo Words

a. Obscenity

Obscenity refers to expressions prohibited for public use because they involve disgust, disrespect, and aversion to morality. In addition, obscenity is also defined as words or phrases involving sex-distinguishing anatomy or sexual and excretory functions that are usually spoken harshly. Words that fall under this type are f**k and s**t. In this study, the authors found 13 data out of 12 video posts uploaded by the @sailortori account. The following data that has been found will be presented in detail:

Datum 1.1

Sailor : Help, help, help, help
 A : *S**t the f**k up*
 AS : *Yo f**k off*
 A : *Yo, what the f**k*
 Sailor : *Bro, what the f**k, do you wanna f**k**g fight, penguin fluffs? What's your deal, bro? Why are you so mad, Reyna?*
 A : *Who the f**k is Jakey poo? H***y s**t. You guys have autism. I swear to God*

In the dialogue provided in Datum 1.1, there is a clear utilization of taboo words that can be categorized as obscenities. This particular interaction transpired within the context of video gaming on TikTok @sailortori, where players commonly employ words such as "fk" and "st" as reactions to unfavorable gameplay situations. However, to gain a comprehensive understanding of the communication dynamics and how these taboo words influence responses in this context, it is essential to delve deeper into their implications.

The use of taboo words like "fk" and "st" in this conversation serves various functions. Firstly, they can act as an outlet for expressing intense frustration and disappointment with the in-game performance. In the gaming world, where

players invest considerable time and effort, setbacks or challenges can provoke strong emotional responses. Taboo words, in this case, serve as a means of venting this emotional tension. They allow players to vocalize their frustration and share their reactions with others who may relate to their sentiments.

Moreover, these taboo words play a role in intensifying the conversation and capturing the audience's attention. The incorporation of such language can be a deliberate tactic to highlight the emotional intensity of the situation. When players use these words, it's as if they are underlining the gravity of the moment. This can enhance the overall viewing experience for the audience and make them feel more engaged in the content.

However, it's important to note that the audience's reactions to the use of taboo words can vary significantly. Some viewers may find these words amusing, especially if they have experienced similar gaming frustrations. They might relate to the emotions expressed and find solace in the fact that they are not alone in their reactions.

Conversely, others might perceive the use of such words as disturbing or inappropriate, particularly if they consider them offensive or unnecessary. The use of obscenities can be polarizing, with some viewers enjoying the raw authenticity of emotional expressions and others questioning the need for such language.

To gain further insights, an in-depth analysis could involve monitoring the comments and responses from the audience to this video. This would shed light

on how different viewers interpret and engage with the use of taboo words in the gaming context, highlighting the diversity of responses within the community.

In summary, in this specific context of TikTok gaming content, taboo words like "fk" and "st" are not merely expressions of frustration; they also serve to enhance engagement and emotional authenticity. The multifaceted responses to such language underscore the complexity of language usage and the role it plays in digital communities.

Datum 3.1

Sailor : Slay

A : Why'd you have to *f**k**g* say that, bro

Sailor : You can say it too now

A : No, I have to be a toxic, toxic *f**k**g* man

Sailor : I mean, if you be toxic, at least not shutter

In the context of video games on TikTok @*sailortori*, Sailortori's teammates use the word *f**k**g* as a casual reaction to the game situation they have completed. Studying more in this context is important because this word greatly affects communication and reactions between teammates and Sailortori.

The use of the taboo word "*fucking*" has the purpose of a joke after the game they have completed. In this case, the taboo word acts as a release of tension that has occurred after completing a very competitive match. Using taboo words may be a way for someone to show the emotions that arise. The reaction to the use of the taboo word is expressed for comfort. However, some people may consider the use of the taboo word as an inappropriate expression. Therefore, a more in-depth analysis needs to involve responses or comments from netizens on the account.

Datum 4.1

Sailor : Karber makes me cum

Sailor : Omaigatt, I scream

Sailor : What the *f**k*

In the dialogue, there is the use of taboo words that are categorized into the type of profanity. In the context of the video uploaded by *@sailortori*, the player uses taboo words such as *f**k* as a reaction to a hero situation that is very favorable to him. It is important to learn the use of these taboo words because they greatly affect the response in this context. The use of taboo words such as "*fuck*" has the purpose of expressing amazement at the hero named 'Karber'. In this context, the taboo word becomes a happy emotional reaction. In addition, the use of taboo words can provoke several varied responses. Some viewers may use similar taboo words if they have the same intensity and consider the taboo word as a form of entertainment.

Datum 5.1

Sailor : You're not bad, but you could definitely be better (reading comment)

Sailor : You know, honestly, I don't really give flying dogs *s**t* about your opinion. If you're gonna backseat gaming, go somewhere else or like play your own game

Sailor : You're like, I try to be nice, but you're mad annoying

In the dialogue above, there is the use of taboo words that can be categorized into the type of profanity. In the context of the video in the *@sailortori* account, players use words like *s**t* to react to the situation obtained when Silortori read one of the comment reactions contained in the game. The use of taboo words like *shit* in this data has several purposes. First, these words can express anger towards the other person. In this case, taboo words become a form of emotional release for *Sailortori*. In addition, the taboo words are also used to show a sense of unacceptance of what has happened when *Sailortori*'s opponents do not make good efforts to win this game. The reaction can attract the audience to comment

using taboo words to express their emotions after seeing how to play Sailortori in the video.

Datum 5.2

- A : No joke, bro, that bitch that I was talking to you about, the one that *F**k**g* tried making fun of me because I tried to help her in a game, bro.
- A : He's like there's people that are new to the game. I've been playing this game for six months. That's what they want you to do about it. I played for two weeks, bro, and I guarantee you I can *s**t* on her, and she plays on PC.

In the dialogue above, taboo words can be categorized into the type of profanity. In the context of video games on TikTok *@sailortori*, Sailortori's teammates use taboo words such as *f**k**g* and *s**t* to react to unfavorable game situations. These reactions are important to explore because they affect the communication in this video's context. The use of taboo words such as fucking and shit has the purpose of venting emotions in the form of disappointment with the game they are playing. In this case, taboo words become an emotional release channel to attract the audience's attention. Using these taboo words may be a way to gain satisfaction with the situation. Reactions to the use of taboo words can vary greatly. Some may consider it inappropriate, and others may consider it appropriate. An in-depth analysis should be done if it is necessary to gather more information.

Datum 6.1

- A : People are so basic nowadays, they're just so like bland and like not interesting and like basic as *f**k*. Thank you, dyslexic, for the five appreciative men. But yeah, like this man, it's so *f**k**g* crazy, like so cringe and like ew, like yeah, so not about it
- Sailor : Okey, period. Pop of
- A : See, as she agrees, right? Chat agrees. Like the *f**k* like doing something, you know?
- Sailor : What?

In the dialogue above, taboo words can be categorized into the type of profanity. In the context of the video uploaded by the @sailortori account, Sailortori teammates use taboo words such as *f**k* or *f**k**g* to react to how to play their opponents. The use of taboo words is important to study because it is to determine how influential these taboo words are on the communication that occurs. The use of taboo words like *f**k* may have several purposes. The first purpose is used to express disappointment with the performance of the Sailortori's opponent's skills. In this case, the taboo word becomes a form of release of frustration.

The second purpose is that the taboo words can be used to emphasize to appear to have great power to attract the attention of Sailortori. The use of taboo words is a way to show how much emotional intensity is used in this situation. Reactions to the use of these taboo words can vary. Some viewers consider this not disturbing, but there are also viewers who have different assumptions. Therefore, to analyze more deeply, comments from Sailortori netizens are needed to find out the reaction to how much influence the taboo word has in this situation.

Datum 7.2

Sailor : She is definitely one of those that *f**k**g* expect
 Sailor : Every guy to treat her like a *f**k**g* queen
 Sailor : *F**k* out of there
 Sailor : I can guarantee you she sucks ass at *f**k**g* apex

In the dialogue, taboo words can be categorized as profanity. In the context of the video uploaded by Sailortori on her TikTok account, the player used taboo words such as *f**k* to react to the situation in the game. However, it is important to understand further how taboo words affect Sailortori's reactions in this context. The use of the taboo word "*fuck*" in this conversation has the purpose of

expressing resentment towards the opponent. In this case, the taboo word becomes a way to vent the emotions felt by the player. In addition, taboo words are also used in this context to pressure the reactions of Sailortori's co-stars. This emphasis gives varied reactions to the audience. Some consider it not taboo, and some still consider it taboo. To know this, you need to see the in-depth reaction in the comment section of this video.

Datum 8.1

Sailor : Why the *f**k**g* are you taking big mobs in pubs

Sailor : You *f**k**g r******(*rabbit*)

Sailor : You're never gonna get good

Sailor : *F**k**g* idiot

In the dialogue above, there is the use of taboo words that can be categorized as profanity. In the context of the video game @*sailortori*, the player uses words like *f**k**g* as a reaction of anger towards the opponent playing the game. This reaction occurs because the Sailortori opponent does not have good skills. The taboo word in this context acts as an emotional outburst by Sailortori. The taboo word " *fucking* " has a purpose as a form of expression of racial frustration towards the game performance and opponents who are not good. In addition, the taboo word has an emphasis that can show power to attract the audience's attention. The use of the taboo word also indicates how rude the word is in the context of this situation. To find out more, monitoring audience responses to this video is necessary.

Datum 8.2

A : Kill yourself, your fat piece of shit

Sailor : What is wrong with you

A : Shut *the f**k**g* up, you dumb, ugly bitch

A : Don't ever talk to me again, you *u**y wh****(

Sailor : Are you live on Twitch?

A : *S**t the f**k**g* up

In the dialogue, taboo words can be categorized into the type of profanity. In the context of the video uploaded by @sailortori on his TikTok account, Sailortori's teammates use taboo words such as *f**k**g* and *s**t the f**k**g up*. Using these taboo words is a form of annoyance reaction to an unfavorable game. Taboo words are very important to learn because the meaning of the word can affect the conditions at that time. The use of taboo words can have several purposes, such as annoyance or disappointment. Not only that, but taboo words also bridge a person in conveying feelings, like in this case. The use of taboo words also has the purpose of attracting the attention of players or audiences. The reaction between one audience and another is also different depending on their point of view. Further analysis is needed in the netizen reaction column on this video to validate it.

Datum 9.1

Sailor : I hate when my teammates dc. It's *f**k**g* annoying, so I recorded how many dcs I get within a 2 hours span.

Sailor : Where thirsty?

Sailor : Cracked one

In the dialogue above, taboo words can be categorized into the type of profanity. The video uploaded by @sailortori shows that players use taboo words such as *f**k**g* to react to the game they are playing. In this case, taboo words can annoy teammates who are not doing the game right. The taboo word in this context aims to warn the audience not to do the same thing as done in the video.

Datum 10.1

A : You dude, you're actually *f**k**g* stupid. You *f**k**g* are a slur

Sailor : What is this octane (username) talking about

A : Freaking dumb dude Wattson you're dumb

Sailor : Huuhh? What do I do to this kid? Does he know me?

In the dialogue above, there is a taboo word that can be categorized into the type of dirty words. The taboo word used by Sailortori's teammates is the word *f**k**g*. Sailortori's teammates use the taboo word to express their frustration with Sailortori. It is important to understand taboo words in some contexts, such as in this situation, to know how the word affects the meaning in a particular context. In this case, the taboo word expresses annoyance towards Sailortori. The emotional tension held by Sailortori's teammates can be illustrated through the taboo words used.

Datum 11.1

Sailor : It's your own fault

A : I've *f**k*d* more bitches than you've had your whole life. Stop calling me gay. Get tired of you motherfucker doing that. Yeah, but I mean that I am in a long-term relationship style.

A : Hey, hey you, you act like I'm not looking for that shit though I want that

In the dialogue above, taboo words can be categorized into the type of dirty words. The taboo word is *f**k*d*, which Sailortori's teammates use. The video uploaded by the @*sailortori* account shows that the taboo word in this context is used to react to the word Sailortori spoke. In this case, the word taboo acts as a form of self-defense. Knowing the overall meaning in context is important to understand how taboo words influence a person's reaction.

Datum 12.1

Sailor : Apex, I am on my hands and knees begging you. Please fix your *f**k**g* game

Sailor : I can't hit anyone

Sailor : Fix your services, please, cause I promise you it's not me

In the dialogue above, a taboo word can be categorized as profanity. The taboo word is *f**k**g*. In this context, the taboo word acts as a word that expresses annoyance at the poor performance of the apex legend game. In this case, the taboo word aims only to warn the initiator of the game. Similar reactions can also

be used by the audience in expressing their disappointment. Although it is considered inappropriate, some people still use the taboo word. This can be proven by opening the comments column on the video.

b. Profanity

According to Bastistella (2005), profanity can be categorized as a religious curse because it usually includes dirty words of what is considered sacred. In more detail, it explains dirty words as expressions that involve using religious terms profane, secular, or indifferent. Words that belong to this type are J*s*s Chr*st, h**l, d**n, godd**n, for example the word J*s*s Chr*st. In this study, the authors only found one data from 12 videos that could be categorized into profanity types.

The data will be described in detail below:

Datum 3.1

A : Ohh *d**n*, we got you guess what? You sound cute as hell
 A : Yo, you want a four-stack on rated sage
 Sailor : I'll think about it
 A : I kind of need the slay energy, you know; I can't think straight, *G*d D**n*
 Sailor : Am I making me nervous?
 Sailor : Yeah, bro, cause, like, I'm just trying to, I'm just trying to hit a clip and have you go slay

In the dialogue above, there is the use of taboo words that can be categorized into profanity. In the context of the video uploaded by the @sailortori account on the TikTok application, teammates use taboo words such as *g*d d**n* to react to a tense game situation. The taboo word is used to show a supportive reaction when watching Sailortori give resistance to his opponent. In this situation, taboo words are relaxed to generate engagement with each other's interactions. Although the expression god damn has been categorized as a religiously forbidden word, it is important to know that it is not used to offend religion directly. In this situation,

the use of taboo words are used by Sailortori teammates to convey a sense of optimism in the form of support to produce the right communication relationship.

c. Vulgarity

Vulgarity differs from the other two types of taboo words because it refers to words or expressions that contain sexual anatomy and excretory functions in gross ways, such as a*s, t*it, c**k, d**k, and c**t. Vulgarity is believed to show the expression of (dirty) street language. Therefore, the use of vulgar words is usually to demean or lower someone's quality. The researcher found 3 data from 12 videos of all taboo words that can be categorized into vulgar types. The data will be explained in detail below.

Datum 2.2

A : People watching for the player or the camera?

Sailor : Uuhhh, my personality, um uhh just...

A : You want p***y?

Sailor : You think only girls want because of their cam?

The use of taboo words in the dialogue above can be categorized into the taboo word type vulgarity. In the context of the video uploaded by the @sailortori account on its TikTok platform, a vulgar word appears in the video. Taboo vulgarity is characterized by the use of explicit words to emphasize emotions. In this case, Sailortori's teammates use a taboo word in the form of p***y, which is classified as a vulgar word associated with a sexual context that alludes to the sexual excretory function. The existence of the taboo word can provoke audience reactions and offer different perspectives. The word "pussy" which is already socially prohibited because it has the purpose of conveying sexual connotations in this context, is used as a word that emphasizes the delivery of emotions.

Datum 2.3

Sailor : Explain a lot
 A : Why do I sound fifteen
 Sailor : You act fifteen, so believable
 A : Oooo
 Sailor : Say hi to TikTok chat
 A : You only show your *t**s* for views, nothing else
 Sailor : Where are my *b**s* at? They're not here

The dialogue above found the use of taboo words that can be categorized into vulgarity taboo words. In the context of video games on TikTok @*sailortori*, *Sailortori*'s co-stars and *Sailortori* both use taboo words. They use taboo words such as *t**s* and *b***s* to convey emotions to each other. In this case, the researcher examines *Sailortori*'s concern because her co-stars are very vulgar in choosing taboo words.

The taboo words "*tits*" and "*boobs*" are strong statements used to communicate aggravation between individuals. In this case, "*tits*" and "*boobs*" are classified as vulgar words associated with literal sexual anatomy. The use of these taboo words is socially impermissible because it can harass a person, resulting in a decrease in one's self-esteem. Not only that, the use of these words has also caused a lot of controversy in the audience because some consider it a form of casual communication, but there are also those who think these words are not allowed in a serious or joking context.

Datum 4.1

Sailor : Karber makes me *c*m*
 Sailor : Omaigatt, I just scream
 Sailor : What the fuck

In the dialogue above, there is the use of taboo words that can be categorized into the type of vulgar words. In the context of video games on TikTok @*sailortori*, players use the taboo word *c*m* to react to feeling amazed at the hero

Karber'. The use of the taboo word shows that Sailortori uses frank and casual communication characterized by language that has explicit meaning. In this case, the author examines the emergence of the taboo word produced by the dominance of a sense of amazement at the hero apex legend. The term "*cum*" is classified as a vulgar word associated with sexual behavior. In this context, the Sailortori uttered the word effectively and was accepted by her followers even though the word was socially forbidden to use. The taboo word "*cum*" in this context does not aim to convey sexual connotations. Instead, it only seeks to accentuate its significance.

d. Epithets

This epithet is characterized by several types of nicknames related to race, ethnicity, gender, sexuality, appearance, and disability. Words that appear are usually n*gg*r, m*dg*t, r*t*rd, mother**ker and t*it-man. The epithet here defines epithets as short but powerful bursts of language fueled by bastard-like frustration or anger. Obscenity was believed to be banned from public use because it aroused disgust, immodest, and in shame of morality. In this research, the writer found six data from 12 videos that can be categorized into types of obscene words. The data is explained in detail and presented below:

Datum 1.2

Sailor : Bro, what the fuck, do you wanna fucking fight, penguin fluffs? What's your deal, bro? Why are you so mad, Reyna?
 A : Who the fuck is jakey poo? Holly shit. You guys have a*t**m, I swear to God.

In the dialogue above, there is the use of taboo words that can be categorized into epithets. In the context of the video uploaded by the @sailortori account, Sailortori teammates use the taboo expression a*t**m as a rude, angry

reaction. The use of taboo words like "*autism*" serves several purposes. First, they can be used to express frustration and anger brutally. In this case, the taboo word becomes a channel for emotional outbursts due to tension.

In addition, they can be used to attract the audience's attention. Reactions to taboo words also vary. Some consider that taboo words are to show a casual communication style. However, some think that taboo words are inappropriate. Not only Sailortori were offended by the taboo word, but many people out there with "*autism*" also felt demeaned. A deeper analysis could involve monitoring netizen responses to the video to determine how far the taboo word affects the situation and conditions.

Datum 7.2

Sailor : I don't know what you are

A : Yeah, that's why you don't assume I identify as an ocean *b***h*

Sailor : You messed with the wrong one, bestie; let me tell you that, let me tell you that

A : Who am I messing with

Sailor : Google me, babe

In the dialogue above, there is the use of taboo words that can be categorized into epithets. In the context of video games on TikTok @*sailortori*, Sailortori's teammates use the word *b***h* as an angry reaction to an unfavorable situation. The use of the taboo word "*bitch*" greatly affects communication between individuals. It can be seen that the use of the taboo word aims to demonize Sailortori. In this case, the taboo word is chosen to be a form of anger that can bring down a person's morality. The taboo word may offend many viewers, too, because, in the social context, the word is not allowed to be used in public. The public's anger at it can be further analyzed to determine how influential the taboo word is in communication.

Datum 8.3

Sailor : Are you? I'm asking a question
 A : I said you are annoying shut the fuck up
 Sailor : you said *a**e**t sl*r d**e (slur)*
 Sailor : I feel like I'm just not gonna look up these Twitch streamers anymore. I try to like to support them. I get excited when I see Twitch streamers in my game, and they're like that. They like that. I'm eating my hash brown.

In the dialogue above, there is the use of taboo words that can be categorized into epithets. In the video uploaded by the TikTok account @sailortori, the player uses the taboo word *a**e**t sl*r d**e* as an angry reaction to the situation. It is important to learn these words because it is important to know the effect of communication and response in the context between individuals. The taboo word "*ableist slur dude*" is used to express emotions of disappointment and brutal anger towards the Sailortori. In this case, the taboo word becomes a channel for emotional release.

In addition, the word also provides pressure so that it can attract audience reactions. The use of taboo words may be a way of showing intense emotions, but in this case, it is not suitable for public use. In the social context, the term is considered rude and should not be used. The taboo word can offend the wider community, not only Sailortori who feel offended by this. If you look at TikTok guidelines, the taboo word should not be broadcast or included in the content. To find out this, it is necessary to conduct an in-depth analysis involving the TikTok guidelines to find out the leakage of filters in the application.

Datum 9.2

A : Wish that horizon would have stayed, little *b***h*
 Sailor : Oh my god, I hate when people do that. It's so annoying
 A : I mean, I was the champ; give me a chance to, you know, clutch but a way to go
 Sailor : I believed in you
 A : I appreciate that I noticed you stayed

In this dialogue, there is the use of taboo words that can be categorized into epithets. In the context of video games on TikTok @sailortori, teammates use the word *b***h* as a form of annoyance in an unfavorable game. However, it is important to delve deeper into the use of the word to know the reaction in context. The use of the word "*bitch*" may have the purpose of expressing anger.

However, in the context of this video, the word "*bitch*" is used as a form of spontaneity by the Sailortori teammates to deal with a very dangerous game situation. Sailortori's teammates use the taboo word casually and effectively, which both Sailortori and the audience accept. In this perspective, the taboo word does not convey sexual connotations or literal abuse. Still, it is intended to accentuate other meanings appropriate to the conditions in the video.

Datum 11.1

Sailor : It's your own fault

A : I've fucked more *b**c**s* than you've had your whole life. Stop calling me gay. Get tired of you *m*t***c**r* doing that. Yeah, but I mean that I am in a long-term relationship style.

A : Hey, hey you, you act like I'm not looking for that shit though I want that

Sailor : You can't find it because you call all women *b**c**s*

A : Damn

S : That's your answer

In the dialogue, there are taboo words that are categorized into epithets. The taboo words Sailortori and his teammates use are classified as a form of angry reaction between individuals. They use taboo words such as *b*t***s* and *m***f***r* as a form of self-defense for each of them. In this case, the taboo word is a form of emotional release due to tension. The taboo words "*bitches*" and "*motherfucker*" have the purpose of expressing emotions. Not only that, these taboo words also cause a sense of disrespect and resistance by the Sailortori. In addition to conveying emotions, in this case, taboo words can also counterattack

the interlocutor. The emotional tension depicted in the dialogue above creates an enactment in the conversation to show the intensity of the emotions involved. The taboo word is inappropriate to use in public because it can offend someone and bring down the self-esteem of others. In this case, the taboo word acts as a form of hurting someone's self-esteem.

Datum 11.2

A : Really, I call them ladies or females
 Sailor : Well, they don't like being called female, either. I'm dead
 Sailor : No, gg
 A : good game, woman *b**c**s*
 Sailor : you're welcome for the carry. They were not cool. They got carried honey by a *b***h* period.

In the dialogue above, taboo words can be categorized into epithets. Taboo words uploaded by streamer @*sailortori* on his TikTok account show that teammates or Sailortori both use taboo words. They use taboo words such as *b*****s* and *b***h* to show reactions and actions when they finish the game. The use of taboo words in this context aims to provide a casual response and a form of spontaneity between them.

However, it is also necessary to understand the full meaning and the importance of taboo words according to context. The words "*bitches*" and "*bitch*" in the literal meaning mean to call someone considered not to have the right treatment in a sexual context. However, in this case, both taboo words change meaning with the context and situation to become ordinary words of familiarity. They mentioned the word casually to attract the audience.

2. The Function of Taboo Words

This section discusses the function of taboo words uttered by Sailortori and teammates. The four functions of taboo words that have been put forward by

Wardaugh (2006) are To Draw Attention to Oneself, To Show Contempt, To Be Provocative, and To Mock Authority. In this study, the authors found 10 data from 12 videos in the @sailortori account uploaded on the TikTok application. The data is presented and explained in detail below.

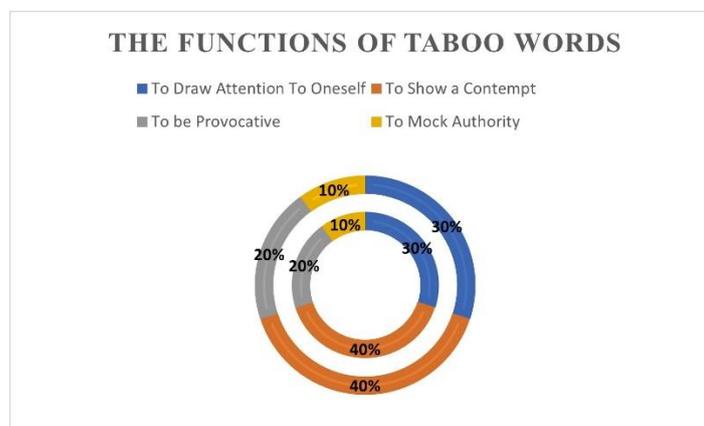


Diagram 2. The Function of Taboo words in TikTok @sailortori.

The diagram above shows the function of taboo words in the @sailortori account uploaded on the TikTok platform. There are four functions of taboo words, according to Wardaugh (2006), namely, to draw attention to oneself, to show contempt, to be provocative, and to mock authority. In this study, researchers found 10 data from 12 videos. To draw attention to oneself was seen to be as much as 30% (3). Show contempt was seen as much as 40% (4). To be provocative was found as 20% (2), and to mock authority was found as 10% (1).

a. To Draw Attention to Oneself

In this study, the researchers found 3 data from 12 existing videos to attract the attention of many people to pay attention to themselves. Wardaugh (2006) said this function can occur when someone utters a taboo word with a strong connotation to get the listeners' attention. Moreover, by using strong language, such as taboo words, the listeners will immediately respond to the speaker's

words. Here is an example of a taboo word that has the function of drawing attention to oneself.

Datum 3.1

Sailor : Slay,
 A : Why'd you have to *f**k**g* say that, bro
 Sailor : You can say it too now
 A : No, I have to be a toxic, toxic *f**k**g* man
 Sailor : I mean, if you be toxic, at least not shutter
 A : Ohh damn, we got you; guess what? You sound cute as hell
 A : You want a four-stack on rated sage
 Sailor : I'll think about it
 A : I kind of need the slay energy, you know; I can't think straight, *G*d*
*D**n*
 Sailor : Am I making me nervous?
 Sailor : Yeah, bro, cause, like, I'm just trying to, I'm just trying to hit a clip and have you go slay

The dialogue example above shows two taboo words, *f**k**g* and *g*d* *d**n*. although the words "*fucking*" and "*god damn*" have negative connotations related to sexuality or insults to certain religions, in this context, Sailortori's teammates use them in a special context to show support and aim to familiarize themselves by giving joking utterances using taboo words. the purpose of using taboo words in this context is not to insult or blaspheme. The taboo words "*fucking*" and "*god damn*" explore their interest in Sailortori's way of speaking, so the use of taboo words is a form of releasing their desires and also functions to increase audience engagement with Sailortori.

Datum 6.1

A : People are so basic nowadays. They're just so like bland and like not interesting and like basic as *f**k*. Thank you, dyslexic, for the five appreciative men. But yeah, like this man, it's so *fucking* crazy, like so cringe and like ew, like yeah, so not about it.
 Sailor : Okey period
 Sailor : Pop of
 A : See, as she agrees, right? Chat agrees. Like the *f**k* like doing something, you know?
 Sailor : What?

In the dialogue above, a taboo word is present, namely *f**k*. This taboo word is used in a joke among Sailortori and her teammates. The evidence lies in Sailortori's response, where she continues to laugh, and the conversation remains lighthearted. The word "*fuck*" in this sentence serves as a language element designed to capture the listener's attention by employing strong language with connotations that can trigger an immediate reaction. It successfully prompts Sailortori to respond to her teammate's words. Furthermore, this word draws attention to the speaker, emphasizing a point. Given the non-serious nature of this situational context, taboo words also contribute to building rapport and camaraderie among the participants.

Datum 10.1

A : You dude, you're actually *f**k**g s**p*d*. You *f**k**g* are a slur
 Sailor : What is this octane (username) talking about
 A : Freaking dumb dude Wattson you're dumb
 Sailor : Huuhh? what do I do to this kid? Does he know me?

The dialog example above contains taboo words such as *f**k**g*, *s**p*d*, and *f**k**g*. The two terms are the same in use. In this context, the taboo word functions as a reaction from Sailortori's teammates, which aims to encourage Sailortori. Including the word taboo in this context increases Sailortori's responses and actions when playing the apex legend game. Indirectly, by using the word, an emotional increase arises to affect the performance of Sailortori's emotions. The function of the two taboo words is not to insult but to increase emotional resonance. The repetition of the two taboo words is intended to emphasize and accentuate the function of attracting attention to the audience who hears it.

b. To Show Contempt

This function can occur when someone utters taboo words to show their disrespect towards the recipient. In other words, the purpose of this function is to offend the opponent's self-esteem because they feel that their opponent's partner is completely worthless. To show the result, the researcher found 4 data from 12 videos. To clarify this definition, several examples of this function will be explained one by one below.

Datum 1.1

Sailor : Help, help, help, help
 A : Shut the *f**k* up
 AS : Yo *f**k* off
 A : Yo, what the *f**k*
 Sailor : Bro, what the *f**k*, do you wanna fucking fight, penguin fluffs? What's your deal, bro? Why are you so mad, Reyna?
 A : Who the *f**k* is Jakey poo? Holly shit. You guys have *a*t**m*. I swear to God

In the first dialogue example, we encounter two taboo words, *f**k* and *a*t**m*. These words are used with a derogatory tone towards Sailortori, aiming to insult her. The Sailortori's opponent employs the word "*fuck*" to express frustration and disappointment with Sailortori's performance in the game, releasing emotional tension. Additionally, using "autism" in this context is highly problematic. It is used as an insult, implying that someone with autism is worthless and undeserving of respect. This highlights the harmful aspect of using taboo words, particularly when they target a specific group. In this case, the insult extends beyond Sailortori to people with autism.

It's crucial to analyze the use of these words and their impact. Sailortori's response indicates her confusion and rising tone, showing that she was affected by the insults. This raises questions about the intentions behind using such

derogatory language and its effect on the participants and the audience. By examining these aspects, we gain insights into communication dynamics and the potential harm caused by using taboo words in this TikTok context.

Datum 5.1

- Sailor : You're not bad, but you could definitely be better (reading comment)
 Sailor : You know, honestly, I don't really give flying dog *s**t* about your opinion. If you're gonna backseat gaming, go somewhere else or like play your own game.
 Sailor : You're like, I try to be nice, but you're mad annoying
 A : No joke, bro, that *b*t*h* that I was talking to you about, the one that *f**k**g* tried making fun of me because I tried to help her in a game, bro.
 A : He's like there's people that are new to the game. I've been playing this game for six months. That's what they want you to do about it. I played for two weeks, bro, and I guarantee you I can shit on her, and she plays on PC.

In the dialog above, several taboo words are expressed by Sailortori and her teammates. The taboo words are *s**t*, *b**h*, and *f**k**g*. Although explicitly, these taboo words have a sexual meaning, their use in this context is different. The taboo words "*shit*," "*bitch*" and "*fucking*" function as reinforcing words to show a deep sense of annoyance towards Sailortori's skills. The taboo word "*bitch*" specifically aims to insult Sailortori. Teammates who use the term do not mean to allude to her sexual behavior but rather accentuate her negative attitude. Similarly, "*fucking*" expresses emotional disgust and is delivered intentionally to emphasize the touching sentiment.

Datum 8.1

- A : Why the *f**k**g* are you taking big mobs in pubs. You *f**k**g r******(*rabbit*). You're never gonna get good.
 A : *F**k**g idiot. K**** yourself, your fat piece of shit (kill or kick)
 Sailor : What is wrong with you
 A : Shut the *f**k**g* up, you dumb ugly bitch. Don't ever talk to me again, you ugly wh***in
 Sailor : Are you live on Twitch?
 A : Shut the *f**k**g* up

Sailor : Are you? I'm asking a question
 A : I said you are annoying shut the *f**k* up
 Sailor : You said *a**e**t sl*r dude* (*slur*)
 Sailor : What? I feel like I'm just not gonna look up these Twitch streamers anymore. I try to like to support them. I get excited when I see like twitch streamers in my game, and they're like that. They like that. I'm eating my hash brown.

In the dialog above, several taboo words are used by Sailortori and her teammates. The taboo words such as *f**k**g* and *a**e**t sl*r d**e*. These taboo words have actual meaning functions in the context of this situation. The words "*fucking*" and "*ableist slur dude*" have connotations of sexual meaning and harassment. In this case, the function of the taboo word is used to harass the sailor explicitly. In this situation, Sailortori's teammates are angry for unknown reasons. His frustration is expressed to allude to sexual behavior and highlight the negative side of the person being harassed. The repeated use of taboo words can emphasize Sailortori's emotions so that, in this case, teammates succeed in showing contempt.

Datum 11.1

Sailor : It's your own fault
 A : I've *f**k*d* more *b**c**s* than you've had your whole life. Stop calling me gay. Get tired of you *m**r**k*r* doing that.
 AS : Yeah, but I, I mean that I am in a long-term relationship style
 A : Hey, hey you, you act like I'm not looking for that shit though I want that
 Sailor : You can't find it because you call all women *b**c**s*
 AS : Damn

In the dialog example above, several taboo words have the function of showing contempt. Teammates and Sailortori express the taboo words. They used the words *f**k*d*, *b**c**s* and *m**r**k*r*. In this case, the taboo words allude to sexuality, harassment, and humiliation. The use of the taboo words "*fucked*", "*bitches*" and "*motherfucker*" are used to express annoyance. They also function as slurs that contribute to the emotional connection between individuals. The

word's continuous use also emphasizes the contempt for the individual. Therefore, in this context, they are equally successful in performing self-esteem.

c. To be Provocative

For the provocative function, the researcher found 2 data from 12 videos. This function occurs when a speaker utters words to provoke a certain response from the listener as a violation of anger. In this regard, applying taboo words is the most effective method of containing chaotic reactions. Therefore, some people tend to choose taboo words in their conversations to get the expected response from listeners. An example of being provocative is addressed in the following data.

Datum 2.1

A : Guessing you know riot employee (talking about sailor gun buddy)
 Sailor : Uh, everything kinda
 A : Are you the right employee
 Sailor : I'm a streamer
 A : People watching for the player or the camera
 Sailor : Uhhh, my personality, uh, just
 A : You want *p***y*?
 Sailor : You think girls only want views cause of their cam
 A : Yeah, that's why I asked you the questions. Why else?
 Sailor : Whiles, are you a streamer yeah
 A : Yeah
 Sailor : Do you get two views? Now you're mad. Is that why you shouldn't use that excuse for your failure, you know? How old are you, Jack? If you don't mind me asking
 A : 15
 Sailor : Explains a lot
 A : Why do I sound 15
 Sailor : You act 15, so believable
 A : Ooooooo
 Sailor : Say hi to TikTok chat
 A : You only show your *t***s* for views, nothing else
 Sailor : Where are my *b***s* at they're not here

In the second dialogue, the taboo words *p***y* and *t***s* are provocative.

These words are intended to provoke an angry reaction from Sailortori and

effectively serve this purpose. The opponent employs these words to humiliate Sailortori during the game, and Sailortori responds with annoyance. Her response includes the phrase, "where are my boobs at they're not here," used sarcastically to express irritation at her opponent's comments.

This exchange illustrates that taboo words can function as tools of provocation and how they influence reactions within the context of TikTok @sailortori. The opponent's use of these words successfully elicits an angry response from Sailortori, highlighting their role in generating tension and conflict during gameplay. By analyzing this example, we gain insights into the strategic use of taboo words to provoke reactions and create engaging content on TikTok. It also emphasizes the need to consider the impact of such provocations on the content's overall tone and audience.

Datum 7.1.2

A : What are you gonna assume someone's a woman just cause they play a certain legend
 A : Am I a girl tho
 Sailor : Watsan, a girl, yes
 A : No, am I?
 Sailor : I don't know what you are
 A : Yeah, that's why you don't assume I identify as an ocean *b***h*
 Sailor : You messed with the wrong one, bestie; let me tell you that, let me tell you that i
 A : Who am I messing with
 Sailor : Google me, babe
 A : She is definitely one of those that *f***k**g* expect
 A : Every guy to treat her like a *f***k**g* queen
 A : *F**k* out of there
 A : I can guarantee you she sucks ass at *f***k**g* apex

The dialog example above shows two taboo words, *b***h* and *f***k**g*. These words are used to insult Sailortori to lower her self-esteem. Sailortori's teammates use the words "*bitch*" and "*fucking*" to express their annoyance

towards her. These taboo words aim to judge and bring down a person's self-esteem. The terms "fucking" and "bitch" emphasize emotion and dissatisfaction. In this analysis, the authenticity of the utterance reflects the emotions and point of view of Sailortori's teammate.

d. To Mock Authority

The function to ridicule authority has the lowest frequency compared to other functions. The researcher found only 1 data from 12 videos showing the taboo word's function to mock authority. This function can occur when people utter taboo words because they are dissatisfied with public images such as government and institutions. Therefore, they speak abstinence in terms that show their distrust of the government. To clarify the explanation, there is an example of a conversation mocking the function of authority, which is presented below.

Datum 12.1

Sailor : Apex, I am on my hands and knees begging you. Please fix your *f**k**g* game.

Sailor : I can't hit anyone

Sailor : Just fix your services, please, because I promise you it's not me

In the provided content, @Sailor expresses her frustration regarding the performance of the Apex Legend game, notably using the phrase 'fkg,' which is considered an explicit or indecent term. Although this term typically references a sexual context, its usage in this particular context is more about conveying intense frustration rather than focusing on its sexual connotations. @Sailor's aim in using this taboo word is not to emphasize any sexual meaning but to express her discontent and disappointment with the game's functionality.

Her plea to "fix your fkg game" is a direct appeal to the game developers, specifically directed at the game's administrators or creators. By using this strong

language, @Sailor emphasizes the severity of the issues she's facing within the game. This choice of expression is used to mock or criticize the authority figures responsible for the game's functioning rather than to elicit any sexual connotation.

In the subsequent statements, she further emphasizes her struggle with the game, stating that she can't hit anyone. She then pleads for the game's services to be fixed, asserting that the issue doesn't stem from her skills. This further reinforces the depth of her frustration and her belief that the problem lies within the game itself rather than her ability to play it.

The use of the taboo word here serves as a deliberate emphasis on her strong emotions and as a tool to express her helplessness in the face of persistent issues with the game. It conveys her intense dissatisfaction and possibly even her disappointment in the game developers or administrators for not addressing these concerns. This use of language is a strategic choice by @Sailor to highlight and emphasize the urgency and seriousness of the situation, drawing attention to the persistent issues that she and possibly other players are encountering within the game.

B. Discussion

In the exploration of taboo language utilized by the TikTok content creator @sailortori, a notable dominance of obscenity, particularly the frequent use of the word 'fuck,' emerged as the primary category among the identified taboo expressions. Despite the word's inherently sexual connotations, @sailortori's context of using this term primarily serves as an expression of intense emotion rather than specifically alluding to sexual acts or content.

The term 'fuck' is versatile and often employed to convey potent emotions such as frustration, anger, or emphasis. In @sailortori's case, this word becomes an outlet for expressing frustration and discontent specifically towards the performance of the Apex Legend game. It acts as a tool to emphasize the severity of the issues encountered during gameplay, underlining the intensity of her dissatisfaction. Instead of being a reference to sexual contexts, the word 'fuck' is a conduit for channeling strong emotional reactions. Its recurring appearance in the analyzed data highlights a pattern of heightened emotional responses within the gaming context, hinting at a prevalent theme of dissatisfaction or frustration shared by both @sailortori and potentially her audience.

Moreover, the most prominent function observed within the usage of taboo words by @sailortori and her teammates was the display of contempt. This function aligns with the derogatory remarks directed at @sailortori by her co-players, indicating a disdainful attitude towards her skills as a female streamer. The derogatory remarks tend to criticize her gaming abilities, insinuating that her success solely attributes to her physical appearance rather than her gaming skills. This contemptuous behavior signifies a lack of respect or a dismissive attitude towards @sailortori, indicating an underlying bias against female gamers within the gaming community.

The recurrent instances of showing contempt through the use of derogatory language reflect a pattern of disrespect or disdain directed at @sailortori. It emphasizes the challenges encountered by female gamers, who often face disparaging comments regarding their skills or the perceived reliance on their physical appearance. This contemptuous behavior highlights a broader issue within the gaming community, signaling the need for increased inclusivity

and respect towards female gamers, and a transformation in the prevailing attitudes and biases within the gaming environment.

In summary, the prevalence of obscenity, particularly the repeated use of the word 'fuck,' as well as the frequency of showing contempt in the observed data, elucidates larger issues of frustration and disrespect within the gaming community, specifically directed at @sailortori as a female gamer. The recurrent use of strong language and contemptuous behavior underscores the challenges faced by female gamers, accentuating the requirement for a more inclusive and respectful gaming environment.

Additionally, this study delves into the social aspect of taboo words within the realm of sociolinguistics. The utilization of these words often stems from social norms within a community, where certain groups might be more accepting of such language. Furthermore, the use and acceptance of taboo words can evolve over time, reflecting responses to social shifts, influencing what language is considered acceptable or taboo.

In the context of prior research examined in the background, this study's revelations offer fresh insights and align with some existing studies, while also presenting contrasts that challenge established theories. For instance, findings from Maelani's (2020) study on YouTube mirror the prevalence of obscenity within taboo words, akin to what's uncovered in this investigation. This shared emphasis on obscenity reinforces Bastistella's (2005) theory, illustrating a consistent pattern of such language in social settings.

Similarly, Rodriguez's (2022) research, focusing on OnlyFans, highlights the predominance of vulgarity linked to sexual activities. Despite using varied

theoretical approaches, both this research and Rodriguez's findings resonate, supporting and broadening the comprehension of Bastistella's (2005) framework concerning the prevalence of explicit or sexually charged language within certain online platforms.

Conversely, Lumbangol's (2019) study underscores the positive impact of integrating taboo words within games as a means to enhance vocabulary and learning. This positive viewpoint contradicts Wardaugh's (2006) theory, which advises against the use of taboo language in public, especially within educational settings. The discrepancy between these findings suggests a divergence in the perception of taboo words' educational implications within diverse scholarly discourses.

Similarly, Eid's (2021) research on Facebook reveals the use of animal-related names as insults, differing from the observed functions in this study. This deviation challenges Wardaugh's (2006) proposed theory and signifies variations in the use and function of taboo words across differing social and cultural contexts. Such disparities emphasize the intricate and context-dependent nature of taboo language, indicating that its usage and interpretations significantly differ across diverse social platforms and communities.

In conclusion, this extensive examination provides insight into the complex characteristics of taboo language in various social settings. It underscores the diversity in their types, functions, and responses to social changes and perceptions. The aforementioned findings serve to confirm existing ideas while also presenting challenges to others, thereby demonstrating the complex and diverse nature of language within specific social and cultural contexts. The

diverse interpretations and applications of taboo language exemplify the dynamic character of societal norms and the adaptable nature of language in accommodating and mirroring the complex social environments found across various platforms and communities.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the researcher's conclusions and research suggestions. The researcher provides a detailed description of conclusions based on the previous discussions. Additionally, the researcher conveys suggestions for future researchers or other individuals.

A. Conclusion

This study, focusing on TikTok, employed two fundamental theories, namely Bastistella (2005) to identify the types of taboo words and Wardaugh (2006) to analyze the functions of these words used by the TikTok streamer, Sailortori. The findings revealed four distinct types of taboo words. Obscenity accounted for 57% (13 instances), vulgarity for 13% (3 instances), epithets for 26% (6 instances), and profanity for 13% (1 instance). Furthermore, the functions associated with these taboo phrases were categorized into four parts: drawing attention to oneself constituted 30% (3 instances), showing contempt accounted for 40% (4 instances), being provocative for 20% (2 instances), and mocking authority for 10% (1 instance).

This research yields significant advantages, aligning with the theories proposed by Bastistella (2005) and Wardaugh (2006). Bastistella's theory aids in categorizing taboo words, providing an understanding of contemporary language usage. Wardaugh's theory sheds light on the specific functions of taboo words in online spaces. The practical implication of this research is to aid TikTok users in identifying and comprehending inappropriate words to avoid in video content. Understanding the impact of taboo words on the audience and society enables users to realize the potential harm these words can inflict on others' feelings.

Additionally, this study opens new perspectives on the social factors influencing the evolution of word meanings.

Moreover, the results offer insights into the usage of taboo words within gaming communities, particularly those commonly used by streamers like Sailortori. The aspiration is that this research will contribute to recognizing language and contextual variations, bridging the gap between formal and colloquial language. This approach could effectively facilitate the incorporation of new vocabulary and the understanding of its appropriate application.

This study examines the various categories and purposes of taboo language employed by streamer Sailortori on her TikTok platform, thereby offering novel perspectives on the theoretical frameworks employed and their pragmatic consequences for individuals engaging with social media. This research aims to provide users with insights into the consequences of their language choices in digital environments, promoting a more profound comprehension of linguistic subtleties and their effects on social interactions.

B. Suggestion

In this sub-chapter, the researcher provides several suggestions based on the analysis results from the previous chapter. Before discussing these suggestions, it's important to address the limitations of this research. One primary limitation is that the data was exclusively drawn from a single streamer, lacking a comparative analysis involving multiple streamers. Expanding the research scope to include several streamers could enhance the depth and breadth of the study. It would be beneficial to observe a more diverse range of practices across various streamers.

For future research endeavors, it is suggested to consider employing cross-cultural sociolinguistics. This could involve analyzing streamers from Western countries in contrast to those from Indonesia to capture a more diverse array of linguistic variations. This cross-cultural approach may reveal intriguing disparities and similarities in the usage of taboo words, adding depth and comprehensiveness to the study.

Additionally, this study solely utilized a qualitative methodology. To broaden the scope and improve the generalizability of findings, it's recommended that future research endeavors employ a mixed-method approach. By incorporating both qualitative and quantitative methodologies, researchers can triangulate data, ensuring more comprehensive and nuanced outcomes.

The aforementioned recommendations seek to tackle the constraints revealed in this study and provide valuable avenues for further inquiries. By integrating multiple streamers to conduct comparative analysis, examining cross-cultural perspectives, and employing mixed-method approaches, future research has the potential to provide more comprehensive insights and a more profound comprehension of the intricacies surrounding the utilization and purposes of taboo words within diverse sociolinguistic contexts.

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CURRICULUM VITAE



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APPENDIXES

Appendix 1

Video Description

No	Description of Videos	Code	No	Data/Utterances
1.	1.1		1	<p>Sailor : Help, help, help, help</p> <p>A : Shut the fuck up</p> <p>AS : Yo fuck off</p> <p>A : Yo, what the fuck</p> <p>Sailor : Bro, what the fuck, do you wanna fucking fight, penguin fluffs? What's your deal, bro? Why are you so mad, Reyna?</p> <p>A : Who the fuck is Jakey poo? Holly shit. You guys have autism. I swear to God</p>

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2.	This video is titled whatever you do don't be like this jett. this video has a duration of 50 seconds. The video has 179 comments. This video talk about how to play that shouldn't be done like Jett.	2.1	1	<p>A : Guessing you know riot employee (talking about sailor gun buddy)</p> <p>Sailor : Uh, everything kinda</p> <p>A : Are you the right employee</p> <p>Sailor : I'm a streamer</p> <p>A : People watching for the player or the camera</p> <p>Sailor : Uhhh, my personality, uh, just</p> <p>A : You want pussy?</p> <p>Sailor : You think girls only want views cause of their cam</p> <p>A : Yeah, that's why I asked you the questions. Why else?</p> <p>Sailor : Whiles, are you a streamer yeah</p> <p>A : Yeah</p> <p>Sailor : Do you get two views? Now you're mad. Is that why you shouldn't use that excuse for your failure, you know? How old</p>
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				<p>are you, Jack? If you don't mind me asking</p> <p>A : 15</p> <p>Sailor : Explains a lot</p> <p>A : Why do I sound 15</p> <p>Sailor : You act 15, so believable</p> <p>A : Ooooooo</p> <p>Sailor : Say hi to TikTok chat</p> <p>A : You only show your tits for views, nothing else</p> <p>Sailor : Where are my boobs at they're not here</p>
		2.2	2	<p>A : People watching for the player or the camera?</p> <p>Sailor : Uuhhh, my personality, um uhh just...</p> <p>A : You want pussy?</p> <p>Sailor : You think only girls want because of their cam?</p>
		2.3	3	<p>Sailor : Explain a lot</p> <p>A : Why do I sound fifteen</p> <p>Sailor : You act fifteen, so believable</p> <p>A : Oooo</p> <p>Sailor : Say hi to TikTok chat</p> <p>A : You only show</p>

				<p>your tits for views, nothing else</p> <p>Sailor : Where are my boobs at? They're not here</p>
3.	<p>This video is titled toxic gamer falls in love with me. This video has 44 seconds long. The video has 20 comments. This video contains toxic gamer falls in love with Sailortori.</p>	3.1	1	<p>Sailor : Slay</p> <p>A : Why'd you have to fucking say that, bro</p> <p>Sailor : You can say it too now</p> <p>A : No, I have to be a toxic, toxic fucking man</p> <p>Sailor : I mean, if you be toxic, at least not shutter</p>
4.	<p>This video is titled karber makes me. This video has a duration of only 19 seconds. The video has 15 comments. This video contains Sailortori's amazement at the Apex Legend game hero named Karber.</p>	4.1	1	<p>Sailor : Karber makes me cum</p> <p>Sailor : Omaigatt, I scream</p> <p>Sailor : What the fuck</p>
5.	<p>This video is titled backseating Apex twitch streamer talking shit live. This video has a duration of 47 seconds. The video has 184 comments. This video is about newcomer gamers who seem to have the same good skills as old gamers.</p>	5.1	1	<p>Sailor : You're not bad, but you could definitely be better (reading comment)</p> <p>Sailor : You know, honestly, I don't really give flying dogs shit about your opinion. If you're gonna backseat gaming, go somewhere else or like play your own game</p> <p>Sailor : You're like, I try to be nice, but</p>

				you're mad annoying
		5.2	2	A : No joke, bro, that bitch that I was talking to you about, the one that fucking tried making fun of me because I tried to help her in a game, bro. A : He's like there's people that are new to the game. I've been playing this game for six months. That's what they want you to do about it. I played for two weeks, bro, and I guarantee you I can shit on her, and she plays on PC.
6.	This video is titled twitch streamer rant . This video has 38 seconds long. The video has 12 comments. This video	6.1	1	A : People are so basic nowadays, they're just so like bland and

	contains harsh words from a streamer.			<p>like not interesting and like basic as fuck. Thank you, dyslexic, for the five appreciative men. But yeah, like this man, it's so fucking crazy, like so cringe and like ew, like yeah, so not about it</p> <p>Sailor : Okey, period. Pop of</p> <p>A : See, as she agrees, right? Chat agrees. Like the fuck like doing something, you know?</p> <p>Sailor : What?</p>
7.	This video is titled toxic wattson streamer . This video has a duration of 01.46 minutes in length. The video has 92 comments. This video contains Sailortori's self-esteem as a woman who was injured by her opponent because her opponent doubted Sailortori's skills.	7.2	2	<p>Sailor : She is definitely one of those that fucking expect</p> <p>Sailor : Every guy to treat her like a fucking queen</p> <p>Sailor : Fuck out of there</p> <p>Sailor : I can guarantee you she sucks ass at fucking apex.</p>

8.	This video is titled toxic ttv wraith . This video has 55 seconds long. This video has 168 comments. This video contains a game between Sailortori and the opponent.	8.1	1	<p>Sailor : Why the fucking are you taking big mobs in pubs</p> <p>Sailor : You fucking r***** (rabbit)</p> <p>Sailor : You're never gonna get good</p> <p>Sailor : Fucking idiot</p>
		8.2	2	<p>Sailor : Are you? I'm asking a question</p> <p>A : I said you are annoying shut the fuck up</p> <p>Sailor : you said ableist sl*r dude (slur)</p> <p>Sailor : I feel like I'm just not gonna look up these Twitch streamers</p>
		8.3	3	<p>anymore. I try to like to support them. I get excited when I see Twitch streamers in my game, and they're like that. They like that. I'm eating my hash brown.</p> <p>Sailor : Are you? I'm asking a question</p> <p>A : I said you are annoying shut the fuck up</p> <p>Sailor : you said ableist sl*r dude (slur)</p> <p>Sailor : I feel like I'm just not gonna look up these Twitch</p>

				<p>streamers anymore. I try to like to support them. I get excited when I see Twitch streamers in my game, and they're like that. They like that. I'm eating my hash brown.</p>
9.	<p>This video is titled I hate when my teammates dc it's fucking annoying. This video has 01.51 minutes long. This video has 111 comments. This video is about how teammates Sailortori play in an annoying way.</p>	9.1	1	<p>Sailor : I hate when my teammates dc. It's fucking annoying, so I recorded how many dcs I get within a 2 hours span. Sailor : Where thirsty? Sailor : Cracked one</p>

		9.2	2	<p>A : Wish that horizon would have stayed, little bitch</p> <p>Sailor : Oh my god, I hate when people do that. It's so annoying</p> <p>A : I mean, I was the champ; give me a chance to, you know, clutch but a way to go</p> <p>Sailor : I believed in you</p> <p>A : I appreciate that I noticed you stayed</p>
10.	This video is titled apex players are mean . This video has 24 seconds long. The video has 77 comments. This video contains playing skills that are being contested and the opponent playing Sailortori doubts her skills.	10.1	1	<p>A : You dude, you're actually fucking stupid. You fucking are a slur</p> <p>Sailor : What is this octane (username) talking about</p> <p>A : Freaking dumb dude Wattson you're dumb</p> <p>Sailor : Huuhh? What do I do to this kid? Does he know me?</p>

<p>11.</p>	<p>This video is titled if you complain about not having a girlfriend, you act like this. This video has a duration of 01.09 minutes. The video has 66 comments. This video is about someone who has a style in a longtime relationship but he also calls all women bitches.</p>	<p>11.1</p>	<p>1</p>	<p>Sailor : It's your own fault A : I've fucked more bitches than you've had your whole life. Stop calling me gay. Get tired of you motherfucker doing that. Yeah, but I mean that I am in a long-term relationship style. A : Hey, hey you, you act like I'm not looking for that shit though I want that Sailor : You can't find it because you call all women bitches A : Damn S : That's your answer</p>
		<p>11.2</p>	<p>2</p>	<p>A : Really, I call them ladies or females Sailor : Well, they don't like being called female, either. I'm dead Sailor : No, gg A : good game, woman bitches Sailor : you're welcome for the carry. They were not cool. They got carried honey by a bitch period.</p>

<p>12.</p>	<p>This video is titled apex, I am on my hand and knees begging you. This video has 40 seconds long. The video has 73 comments. This video contains Sailortori's comments on Apex Legend to fix some of the problems that occur in the game.</p>	<p>12.1</p>	<p>1</p>	<p>Datum 12.1 Sailor : Apex, I am on my hands and knees begging you. Please fix your fucking game Sailor : I can't hit anyone Sailor : Fix your services, please, cause I promise you it's not me</p>

Appendix 2

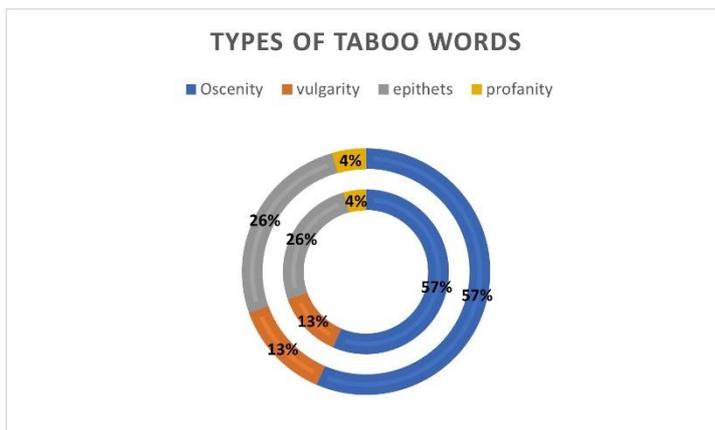


Diagram 1. The Types of Taboo Words in TikTok Account @sailortori.

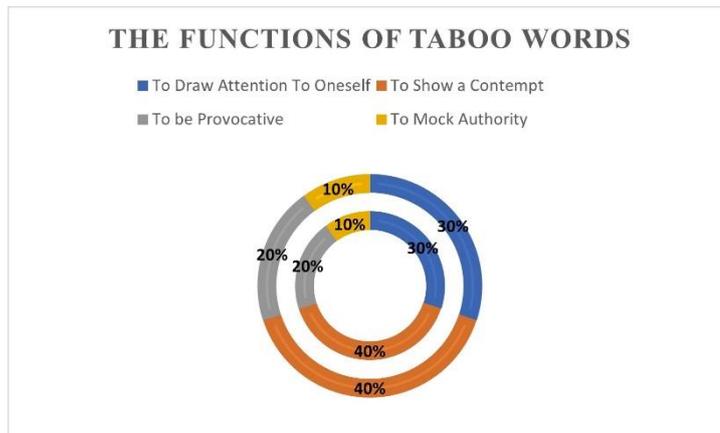


Diagram 2. The Functions of Taboo Words in TikTok Account @sailortori.