

**REGISTER ANALYSIS OF GAMING LANGUAGE IN MOBILE
LEGENDS QUICK CHAT FEATURE**

THESIS

By:

Kukuh Wisnuaji Anjasmoro

NIM 200302110173



**DEPARTMENT OF ENGLISH LITERATURE
FACULTY OF HUMANITY
UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
MALANG
2024**

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THESIS

Presented to

Universitas Islam Negeri Maulana Malik Ibrahim Malang

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

By:

Kukuh Wisnuaji Anjasmoro

NIM 200302110173

Advisor:

Djoko Susanto, M.Ed, Ph.D.

NIP 196705292000031001.



**DEPARTMENT OF ENGLISH LITERATURE
FACULTY OF HUMANITY
UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
MALANG
2024**

STATEMENT OF AUTHORSHIP

I state that the thesis entitled “Register Analysis of Gaming Language in Mobile Legends Quick Chat Feature” is my original work. I do not include any materials previously written or published by another person except those cited as references and written in the bibliography. Hereby, if there is any objection or claim, I am the only person responsible for that.

Malang, November 01, 2024



Kukuh Wisnuaji Anjasmoro

200302110173

APPROVAL SHEET

This is to certify that Kukuh Wisnuaji Anjasgoro's thesis entitled "Register Analysis of Gaming Language in Mobile Legends Quick Chat Feature" has been approved for thesis examination at Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang, as one of the requirements for the *degree of Sarjana Sastra* (S.S).

Malang, November 01, 2024

Approved by

Advisor,

Head of English Literature Department,



Djoko Susanto, M.Ed., Ph.D

NIP: 196705292000031001



Ribut Wahyudi, M.Ed., Ph.D.

NIP: 198112052011011007

Acknowledge by

Dean,



Dr. M. Faisol, M.Ag.

NIP 197411012003121004

LEGITIMATION SHEET


This is to certify that Kukuh Wisnuaji Anjasmoro's thesis entitled **Register Analysis of Gaming Language in Mobile Legends Quick Chat Feature** has been approved by the Board of Examiners as one of the requirements for the degree of *Sarjana Sastra* (S.S.) in Department of English Literature.

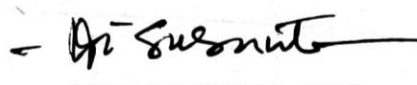
Malang, November 01, 2024


Board of Examiners

Signatures

1. Dr. Meinarni Susilowati, M.Ed
NIP 196705031999032001 (Chair Examiner)
2. Drs. H. Djoko Susanto, M.Ed, Ph.D.
NIP 196705292000031001 (First Examiner)
3. Dr. Agwin Degaf, M.A
NIP 198805232015031004 (Second Examiner)







Approved by

Dean of Faculty of Humanities


Dr. M. Faisol, M.Ag.
NIP 197411012003121004

MOTTO

“Stop counting what has been lost! Whatever is lost is lost.

Ask yourself, what is left of you?”

Jinbe (One Piece)

“Honor Super Omnia

(Pride above all else)”

DEDICATION

I humbly dedicate this thesis to my mother, Partin, my father, Sartono, my brother, Urip Wisnuaji Asmoro, my sisters, Destin, my grandma and grandpa, Ijem and Patmo, who have given, prayers, energy, support, struggle, and everything both emotionally and financially. I also dedicate this work to my friends who have supported and helped me, Zeedan, Andi, and Afdalina. Finally, I dedicate this work to myself who is able to survive and keep trying until I finish this responsibility.

ACKNOWLEDGEMENT

Alhamdulillah, my gratitude goes to Allah SWT, the Lord of the universe, the god of all people, for all his blessings and grace so that the researcher can complete the thesis entitled “Register Analysis of Gaming Language in Mobile Legends Quick Chat Feature” as a requirement for the degree of *Sarjana Sastra* (S.S). Then, *Allahumma Shalli ‘ala sayyidina Muhammad*. Sholawat and salam always poured to Prophet Muhammad SAW, the great leader and the Most Perfect Human Being.

I would like to express my gratitude to Prof. Dr. H. M. Zainuddin, MA, as the rector of the UIN Maulana Malik Ibrahim Malang, Dr. M. Faisol, M.Ag, as the dean of the Faculty of Humanities, Ribut Wahyudi, M.Ed, Ph.D., as the head of English Literature Department, and my supervisor Djoko Susanto, M.Ed, Ph.D who has taken the time to help me in completing this thesis and also as well as the Staff of Humanities Faculty of Universitas Islam Negeri Maulana Malik Ibrahim Malang, who have provided and arranged the learning agenda so well.

Primarily, my deepest gratitude goes to my parents, brother, sisters, grandma and grandpa for their support and prayer during my studies. Thank you for everything because without their support I could not be what I am today. I don't forget to give thanks to my best friend, Zeedan, Andi, Afdalina, also Mahasiswa Tuwa group, and PENTAGRAM squad. I wish you all the best and hope you all succeed in the future.

I hope that the completion of this research can provide many benefits for writers and readers. I realize that this thesis is far from perfect, because there are still many shortcomings and weaknesses in several aspects. Therefore, the researcher really expects suggestions and criticisms to improve this research.

Malang, November 01, 2024

A handwritten signature in black ink, appearing to read 'Kukuh Wisnuaji Anjasgoro', with a stylized flourish at the end.

Kukuh Wisnuaji Anjasgoro

200302110173

ABSTRACT

Anjasgoro, Kukuh Wisnuaji (2024). *Register Analysis of Gaming Language in Mobile Legends Quick Chat Feature*. Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Djoko Susanto, M.Ed, Ph.D.

Keyword: *Sociolinguistics, Language style, Language function, Mobile Legends, Quick chat Register analysis, Online gaming communication*

In the ever-growing world of online gaming, people from all over the world can meet online. This makes players need to have more knowledge about the language they use to communicate with their teammates. However, this can be overcome with the quick chat feature in the Mobile Legends game. This feature can make it easier for players to communicate with each other and strategize without having to worry about the language differences they have. Not only does human language evolve, game language also updates continuously, making quick chat an interesting object to research. By using Martin Joss's (1967) register theory of language style and Dell Hymes's SPEAKING model (1974), this research aims to find out the game language found in quick chat in the Mobile Legends game. This research uses a post-positivistic paradigm and a quasi-qualitative approach to understand the context of online communication conducted by Mobile Legends game players through the quick chat feature. This research analyzes 11 examples of quick chat data in the Mobile Legends game in sentences contained in the quick chat feature in the Mobile Legends game in patch 1.8.30 update. The results of the analysis of the 11 data can be concluded that there are two types of language styles, namely consultative and casual language styles. The most dominant language style data is consultative language style. From these results it can be seen that Mobile Legends game players use communication more to give orders and requests that are communicated with consultative language. They are more concerned with short and simple language to speed up the communication process without interrupting the flow of the game and the strategies they use.

ABSTRAK

Anjasmoro, Kukuh Wisnuaji (2024). *Register Analysis of Gaming Language in Mobile Legends Quick Chat Feature*. Skripsi. Program Studi Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Dosen Pembimbing: Djoko Susanto, M.Ed, Ph.D.

Keyword: *Sociolinguistics, Language style, Language function, Mobile Legends, Quick chat Register analysis, Online gaming communication*

Dalam dunia game online yang terus berkembang, orang-orang dari seluruh dunia dapat bertemu secara online. Hal ini membuat para pemain harus memiliki pengetahuan lebih tentang bahasa yang mereka gunakan untuk berkomunikasi dengan rekan satu timnya. Namun, hal ini dapat diatasi dengan adanya fitur quick chat di dalam game Mobile Legends. Fitur ini dapat memudahkan para pemain untuk saling berkomunikasi dan menyusun strategi tanpa harus mengkhawatirkan perbedaan bahasa yang mereka miliki. Tidak hanya bahasa manusia yang mengalami perkembangan, bahasa game juga mengalami pembaruan secara terus menerus, sehingga membuat quick chat menjadi objek yang menarik untuk diteliti. Dengan menggunakan teori register gaya bahasa dari Martin Joss (1967) dan SPEAKING model dari Dell Hymes (1974), penelitian ini bertujuan untuk mengetahui bahasa game yang terdapat pada quick chat dalam game Mobile Legends. Penelitian ini menggunakan paradigma post-positivistik dan pendekatan kuasi-kualitatif untuk memahami konteks komunikasi daring yang dilakukan oleh para pemain game Mobile Legends melalui fitur quick chat. Penelitian ini menganalisis 11 contoh data quick chat pada game Mobile Legends dalam kalimat-kalimat yang terdapat pada fitur quick chat di game Mobile Legends pada update patch 1.8.30. Hasil analisis dari 11 data tersebut dapat disimpulkan bahwa terdapat dua jenis gaya bahasa yaitu gaya bahasa konsultatif, dan santai. Data gaya bahasa yang paling dominan adalah gaya bahasa consultative. Dari hasil tersebut dapat diketahui bahwa pemain game Mobile Legends lebih banyak menggunakan komunikasi untuk memberikan perintah dan permintaan yang dikomunikasikan dengan bahasa consultative. Mereka lebih mementingkan bahasa yang singkat dan sederhana untuk mempercepat proses komunikasi tanpa mengganggu alur permainan dan strategi yang mereka gunakan.

مستخلص البحث

أنجاسمورو، كوكوه ويسنواجي (2024). تحليل تسجيل لغة الألعاب في ميزة الدردشة السريعة في الأطروحة. برنامج دراسة الأدب الإنجليزي، كلية العلوم الإنسانية، جامعة مولانا مالك إبر. MobileLegends. اهيم الإسلامية الحكومية مالانج. المشرف: دجوكو سوسانتو، ماجستير في الأدب، دكتوراه.

الكلمات المفتاحية: علم اللغة الاجتماعي، أسلوب اللغة، وظيفة اللغة، أساطير الجوال، تحليل سجل الدردشة السريعة، التواصل عبر الإنترنت

في عالم الألعاب عبر الإنترنت المتنامي باستمرار، يمكن للأشخاص من جميع أنحاء العالم الالتقاء عبر الإنترنت. وهذا يجعل اللاعبين بحاجة إلى معرفة أكبر باللغة التي يستخدمونها للتواصل مع زملائهم في الفريق. ومع ذلك، يمكن التغلب على ذلك من خلال ميزة الدردشة يمكن أن تسهل هذه الميزة على اللاعبين التواصل مع بعضهم البعض ووضع الاستراتيجيات. Mobile Legends السريعة في لعبة دون الحاجة إلى القلق بشأن الاختلافات اللغوية بينهم. لا تتطور اللغة البشرية فحسب، بل تتطور لغة اللعبة أيضاً بشكل مستمر، مما يجعل الدردشة السريعة أمراً مثيراً للاهتمام للبحث. باستخدام نظرية التسجيل لأسلوب اللغة لمارتن جوس (1967) ونموذج ديل هايمز (1974) يستخدم هذا البحث نموذج Mobile Legends للتحديث، يهدف هذا البحث إلى معرفة لغة اللعبة الموجودة في الدردشة السريعة في لعبة من خلال ميزة Mobile Legends ما بعد الوضعية والنهج شبه الكيفي لفهم سياق التواصل عبر الإنترنت الذي يجريه لاعبو لعبة في الجمل الواردة في ميزة الدردشة Mobile Legends تحليل البيانات الـ 11 أن هناك نوعين Mobile Legends السريعة في لعبة في تحديث التحديث 1.8.30. يمكن الاستنتاج من نتائج تحليل البيانات الـ 11 أن هناك نوعين Mobile Legends السريعة في لعبة من الأنماط اللغوية، وهما الأنماط اللغوية الاستثنائية والعادية. أكثر بيانات نمط اللغة السائدة هو نمط اللغة الاستثنائية. من هذه النتائج أساطير الجوال يستخدمون التواصل بشكل أكبر لإعطاء الأوامر والطلبات التي يتم Mobile Legends يمكن ملاحظة أن لاعبي لعبة التواصل بها بلغة استثنائية. كما أنهم يهتمون أكثر باللغة القصيرة والبسيطة لتسريع عملية التواصل دون مقاطعة سير اللعبة والاستراتيجيات التي يستخدمونها.

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CHAPTER I

INTRODUCTION

This chapter focuses on the introduction, which includes background of the study, research question, significance of the study, scope and limitations, and definition of the key term.

A. Background of the Study

In the rapidly developing world of language, having the ability to choose the right language is the main key to being able to exchange ideas with others. This will give birth to a massive understanding and effective communication so as to build relationships with many people. Thus, humans tend to use several ways or methods to achieve communication goals. Wardhaugh (2002) states that humans use various verbal symbols that can express their ideas, thoughts, feelings in interacting with each other. In this context, there is one branch of Sociolinguistics called register which focuses on language variation or language in a particular field.

According to Wardaugh in Vita and Monika (2014), the definition of register is a set of languages that have to do with professions, social groups, or occupations. The uniqueness of each language variety can be created through the characteristics of all communities and through certain fields or professions. People must also have certain goals in using the language they have. Thus, these goals can be achieved when they choose which language they want to use (Trudgill, 1983, cited in Rukmana 2012).

According to Holmes (2001), explains that register is analogous to a style of work. Thus, someone who has or works in the same job can create or have their own language variation. Not only that, register can also lead to the use of language variations by speakers in certain contexts and situations. This is what characterizes the register because its use is different from the others.

There are two factors for the emergence of registers as explained by Usdiyanto (2003), the first register arises because of an activity that has a different profession or is not related to the profession, and the second register arises because of activities involving the same profession such as doctors, lawyers, gamers, and many more. In connection with this, this also applies to the language owned between game players, who have the same profession. Registers in the Mobile Legends game appear because fellow game players use terms and language variations to express certain intentions. Then, departing from this reason, the Mobile Legends game developer created a feature called quick chat to facilitate players in communicating with certain intentions. This quick chat contains several language variations that have been agreed upon by all players and understood by the players themselves, so players use them to communicate and cooperate effectively.

That is what distinguishes the language used in the Mobile Legends game from the language in other games. Wardhaugh (1998, cited in Rukmana 2012) also said that, other people or communities have their own language and they deliberately use it even the language they use is too complicated for other communities to understand. So, it

can be concluded that the register in the Mobile Legends game can appear because of the professional register. Register is a language variation that is created due to the existence of community groups (Pratama 2022). They use certain or different language variations to communicate or convey messages. In this case, the Mobile Legends community has a certain language or vocabulary that is only understood by these players. Register is a special way of language used in a particular context. The various forms of register have different characteristics in terms of sentence structure, vocabulary, and pronunciation.

In the ever-growing world of online gaming, people from all over the world can meet online. This makes players need to have more knowledge about the language they use to communicate with their teammates. However, this can be overcome with the quick chat feature in the Mobile Legends game. This feature can make it easier for players to communicate with each other and strategise without having to worry about the language differences they have. Not only human language is always evolving but game language also continues to get updates that keep up with the times, thus making quick chat an interesting object to research.

Researchers found several previous studies to strengthen the theory and discussion in this study. In accordance with the assessment theory study, previous researchers have conducted research on several objects. First, a study by Nursyahidah (2022) analyzed the sentences contained in the NBA article in CBS Sports website. There are similarities with this study, which both discuss the types of registers.

However, the difference with this study lies in the object of discussion in the form of NBA articles while this study uses game objects. Second, research conducted by Yanti (2019) in this study use the theory of register types by Martin Joos (1967). However, there are differences in the object of discussion, namely using video conversations that occur between the police and the community. Furthermore, Yuanita et al. (2022) also used different objects in the form of beauty vloggers videos on Youtube. This research both uses register type theory but she also examines linguistic forms and language functions. And finally Zumaria, D. G. (2022), she used the object of the film “Turning Red” and found four of registers, namely formal, consultative, casual, and intimate. Not only that, she also used the theory of language function to research the registers her found, the results of the language function he found all types of registers.

Further previous research is found in several scientific journals conducted by Wahyuningsih, S. K. (2021), Sofyanti R. A. (2021), and Diani, A., et al., (2021) which also discuss register types and language style. The first journal by Wahyuningsih, S. K. (2021), found the types of registers in the object of research in the form of a magazine. In her research, of the five types of registers, formal register was found to be the most. Then the second by Sofyanti R. A. (2021), using the object of research in the form of results from discussions and interviews. The research explained that everyone will choose which register they want to speak depending on the situation they are in. And finally Diani, A., et al., (2021), who used the object of the Black Panther

movie. In his research, it was also found that the casual type was the most dominant type used in the movie.

From some previous studies that have been described, there are differences from this research. Research using register theory has been conducted on various objects such as speeches, movies, Youtube videos, and conversations conducted by various professions. However, in this study, researcher is interested in examining the language used by Mobile Legends game players through the quick chat feature. The reason for choosing the quick chat feature as the object of this research is because the quick chat is taken from recording the linguistic activities of the players from the beginning of the release of the game. Therefore, the vocabulary taken for making quick chats is chosen from the terms that most often appear during matches to represent the feelings or conditions experienced by the players. Therefore, to find out broadly how the language of the game in a sociolinguistic perspective, it is enough to do research through the sentences contained in the quick chat alone and do not need to analyze every player who is widely spread throughout the world. So that these reasons make quick chat special data to be studied.

This research uses two theories, namely Martin Joos's theory (1967) and Dell Hymes's theory (1974). The first theory is used to analyze the types of registers and the second theory is used to analyze the structure of sentence found. The study of game language using register theory is very important to do because the language used by the players also has differences with the language used for daily communication. There

are several vocabularies in the quick chat feature that may not be understood by non-players such as, "I'll take the Buff", "low Mana, retreat", "Clear up Lanes", and many more. Researchers chose the Mobile Legends game as the object of research because from October 2017 to October 2023. The game has been downloaded by more than 500 million people in the world and in Indonesia there are more than 80 million players who are still actively playing the game based on the Google Play Store. Thus, this research is expected to provide benefits for readers regarding the language choices in the game and the function of the sentence.

B. Research Questions

To clarify the previous discussion, the purpose of this study is to address the following research questions:

1. What are the types of register found in the quick chat feature of the Mobile Legends game?
2. How do the elements of Hymes' SPEAKING model influence the use and functions of language register in the quick chat feature of the Mobile Legends game?

C. Significances of the Study

Practically, this research is expected to contribute in providing an overview of the sociolinguistic phenomenon of the game world through the language used in the quick chat feature. For readers who are interested in studying language styles and

language functions in online games, this research will add insight into how Mobile Legends players can interact without using direct verbal communication. For players can increase understanding of the use of appropriate and effective language by players when communicating using the quick chat feature in the Mobile Legends game. And for the developers of this game through the results of this study are expected to help improve and optimise the quick chat feature to make it more suitable for the needs of players such as removing less used phrases and adding new phrases that are more relevant.

D. Scope and Limitations

The scope of this research is sociolinguistics, especially about the language style and function of game language through the quick chat feature in the Mobile Legends game. This study has limitations in taking objects that are only limited to the Mobile Legends game. Therefore, the results or findings of this study may not be directly applicable to other games that have clearly different chat systems. Not only that, the research also does not take into account all aspects of game language, because this research is mainly focused on the quick chat feature in the form of text only, excluding other forms of communication such as through emoticons and voice in the game.

E. Definition of Key Terms

To avoid misunderstandings, the following terms are defined within the research:

1. Register

Register is a language in society that is formed because of the similarity of professions or the same job. Register is also one way to be able to use language in certain contexts appropriately and can be identified situationally.

2. Gaming Language

Gaming Language is the use of language that is specifically used in the context of online gaming only. It includes certain terms or words, phrases that are most commonly used in games, and in some cases, even abusive language used by players.

3. Mobile Legends

MLBB or Mobile Legends Bang Bang is a MOBA (multiplayer online battle arena) game created by Moonton Teknologi in Shanghai China. The entry of this game in Indonesia has started from July 14, 2016, and has become the most downloaded game in the Playstore application. This game uses the concept of 5-on-5 battles, so to get victory, good communication between team members is needed.

4. Quick Chat

In the Mobile Legends game there is a feature to make it easier for players to chat without having to type first during the match. Quick Chat is intended to send short messages or emoticons quickly while the match is still running. The existence

of this feature really helps players to understand the goals of our friends through short messages, so that there is stronger teamwork to win the match.

CHAPTER II

REVIEW OF RELATED LITERATURE

In this chapter, the researcher discusses register and S-P-E-A-K-I-N-G model. There are two types of theories that are relevant to the research conducted. These theories are the types of register from Martin Joos (1967) and the SPEAKING theory from Dell Hymes (1974). In addition, this research also discusses theoretically about game language.

A. Register

In social life, language appears simultaneously for a wide range of purposes such as communicating, expressing opinions, expressing emotions, sharing information and more. The existence of people who have different backgrounds and activities can create diverse languages and have different characteristics as well. According to Holmes (2001), explaining a style of work in society is the definition of register. This is because register can be described as a group of people who have the same interests or occupation, or the use of language used in the group. In sociolinguistic studies, the language used by the group or occupation is technically called register. According to Wardaugh in Vita and Monika (2014), the definition of register is a set of languages that have to do with professions, social groups, or occupations. Then, in his research it is also said that there are several language variations that have been found, among others, based

on age, occupation, function, and gender. Thus, language variations related to a job or profession are called registers.

In variation, the term register has a close relationship with profession, occupation, or topic (Trudgill in Sutherland, 2015). So, it explains that having the same job or profession as other people can affect the language they have. As in a teaching profession when teaching, they will use a formal sentence structure and use standardized language. Whereas when communicating with fellow teachers they will use relaxed language and perhaps informal terms. George Yule (2010), explains that register can be used in all ways to communicate, such as sign, writing, speaking. In register, communicating can be very rigid or even very intimate, it is due to the choice of grammar, tone and syntax they use.

Other experts define register as a variety of language that can be used at certain times or can have an effect on people who work in the same field, as well as language choices that have a direct effect on speakers, (Yule 2000, cited in Rukmana 2012). Then Hudson in Rukmana (2012), explains that register can be used to define something that is being done. So, in simple terms, register is a variety of language that is owned based on its use, the language they use based on the same profession or unrelated to the profession. This is in line with Cristal's explanation in Dicky (2017), that register can be distinguished based on the social situation of the use of language variations. They will automatically think what suitable words they want to use, the tone of voice, to how the body language they want to display when they face their interlocutors. For example, when talking to

close friends, they will use very different language, tone, and gestures than when they are in formal events such as in class, during interviews, talking to older people, and many more.

B. Types of Registers

In the register there are several main factors that can give rise to social dialects or the register itself. These factors include geographical factors, social factors, educational status factors, and background factors. Thus, register is a benchmark of different linguistic levels ranging from formal to informal. This is in accordance with the sociolinguistic theory proposed by Martin Joos (1967: 153-155), that there are five levels of formality in language, namely, Oratorical or Frozen, Deliberative or Formal, Consultative, Casual, and Intimate. The explanation of the five levels of formality is as follows;

1. Oratorical or frozen

The frozen or oratorical register is a language style with the highest formal level and is used by someone who is an expert or professional because there are standardized rules or patterns. This language is usually used at certain times such as formal ceremonies, state speeches and in certain texts such as laws, holy books, proclamation texts, and many more. Of the five types of registers, this style is the most difficult and complicated than the other styles. In fact, not everyone can master this language easily because there are complicated languages that require very high skills and only an exclusive proficient can use this style of language such

as lawyers, preachers, and professional orators. This style of language can be seen in the text of the proclamation of Indonesian independence.

PROCLAMATION

We the people of Indonesia hereby declare the independence of Indonesia.

Matters which concern the transfer of power, etc.,

will be executed by careful means and in the shortest possible time.

Djakarta, August 17, 1945

In the name of the people of Indonesia

Sukarno-Hatta

2. Deliberative or Formal

This register style is also included in formal styles such as frozen levels but is more flexible to use, usually this language style is also used when in a fairly serious and important situation. Formal style has its own characteristics when pronouncing it because the situation that occurs forces the speaker to use the language. These characteristics usually have a high level of grammar and are polite, the sentence structure is well organized, and uses simple vocabulary. Not only that, the pronunciation must show high precision and accuracy, use a neutral tone or intonation, and no slurring or mispronunciation. The use of this type of register is usually used when lecturers or teachers when teaching, judges in court, managers when in the office and many more.

Example: *Well, gentlemen, that seems to be all. Thank*

3. Consultative or Business

This type of register style has a lower level than the formal style and is used in semiformal communication situations. It is usually the style most needed by everyday speakers. This style is also a dialog, which is still quite formal and is usually used in business conversations, discussions, conversations between patients and doctors, or meeting with strangers. It can show that the speaker does not use complex terms and stays away from slang. This style also falls into the less formal direction.

Example: *I see you will change the project and sale it to other companies, right ?*

4. Casual

Casual register is the type that most people use every day. This type is also used in casual conversations and not in formal situations. It is usually characterized by the use of slang, more common words, slang and has features such as looser language structure, sentence fragments, word fillers, varied intonation, and more. This style is used when chatting with friends, with more familiar people, and more.

Example: *I don't want to see you again.*

5. Intimate

The last type of register is intimate, this language has a very close nature to the interlocutor such as to a family, lover, and close friend. This style of language starts because of the closeness that a person experiences with others until it develops and they know each other very well, such as team members, lovers, and more. This style is usually characterized by non-verbal language, special

meaning, personal vocabulary, limited range, and not everyone understands the language.

Example: *Morning Honey*.

C. The Speaking Model

To aid the application of its representation, in communication ethnography, there are eight elements, which Hymes calls 'The Speaking Model' Hymes (1974). Hymes created the mnemonic S-P-E-A-K-I-N-G because in addition to understanding the vocabulary of a language, it is also necessary to know the context in which it is used. This mnemonic includes the following elements: Setting, Participant, End, Act Sequence, Key, Instrument, Norms, and Genre, (Hymes, D. H. 1962).

- 1) Setting or Scene (S), setting describes the time of the event, while place shows the location where the dialog takes place. Meanwhile, scene is the "psychological setting" or "cultural definition" which includes elements such as formal or casual dialog and the meaning of the dialog.
- 2) Participants (P), are those involved in a conversation as speakers, listeners, receivers, or senders. Their roles may change as the conversation progresses.
- 3) End (E), can be the result or goal to be given in communication. The speaker will fail to achieve his/her goal by using inappropriate language.
- 4) Act Sequence (A), refers to the sequence of steps in which a communication utterance takes place, as well as the form and content of the communication. The

steps refer to when the speaker and listener interact with each other, when starting the conversation, and ending the communication.

- 5) Key (K), used to indicate the intonation of the conversation and refers to the elements that influence the communication. These can be social norms, culture, and policies that affect understanding when communication takes place.
- 6) Instrumentalities (I), this aspect refers to the instruments or means of communication used in oral or verbal communication. It is in the form of language, accent, dialect, or symbols used when communicating.
- 7) Norms (N), are socio-cultural norms in communication that regulate conversation and its interpretation in a society. In this case, norms are the rules and values that apply in each place that affect the way they speak and listen.
- 8) Genre (G) is a style of communication that refers to the type of speech used in a particular situation such as informal conversation, speech, poetry, prayer, cerama or other types of communication.

CHAPTER III

RESEARCH METHOD

This following part will explain the research methodology that will be employed in this study. The contents of this chapter encompass the research design, research instrument, data collection technique, triangulation and data analysis.

A. Research Design

In this study, researchers used the post-positivistic paradigm. Post positivism is between positivism and interpretivism, then this research exists to be used in correcting positivism to get the truth. By using the post-positivism paradigm, the truth is not entirely in the hands of the researcher because in the process there must be flaws and there is no absolute truth, therefore in research no one gets the absolute truth (Rahardjo, 2023). In this research, a theory is also needed that can be used to form the basis of the research, the theory is used from the beginning of the research to the end. Even to get the exact truth the researcher must not create distance from the subject used.

In this study, it aims to analyze the register on gaming language through quick chat feature in Mobile Legends game. Then, this study will use quasi-qualitative research to obtain an in-depth understanding of the subject under study. In KBBI, the definition of quasi is “as if” or “almost” like. In quasi-qualitativ itself has the meaning as a research design or as a research method

that is almost “similar” to qualitative or “as if” it were qualitative. This is in line with the opinion of Rahardjo (2023), in quasi-qualitative research researchers must place the theory in detail in the literature review chapter which is located after previous studies.

More specifically, this research requires further investigation to find out how sociolinguistic plays a role in the creation of gaming language. Therefore a thorough description is needed in an event, in relation to this research using a subject in the form of language use in the Mobile Legends game, researchers use a cyber case study. The explanation of cyber case study according to Rahardjo (2023), is a question that aims to find out what understanding can be obtained through case studies or unique and interesting phenomena from the research conducted. Case study itself is an in-depth research conducted on a group or organization, can be a person and a certain ethnicity in a certain time and place. The purpose of the case study is to obtain a complete description of a case or event and understand it. In this study, researchers conducted an in-depth study of registers in the quick chat feature in the Mobile Legends game.

B. Research Instrument

In this study, only one instrument was used, namely the human instrument. In the human instrument according to Peredaryenko & Krauss (2013), it can explore the various experiences of the researcher to provide valuable and up-to-date insights to add to the research process itself. The

researcher becomes the main instrument in conducting research using this quasi-qualitative approach. Thus, the researcher himself plays a role in collecting and analyzing data. In order for researchers to get the desired data, researchers will observe players who are playing the Mobile Legends game who use quick chat to communicate with teammates or with their opponents.

C. Data and Data Source

This study chose data sources used from the Mobile Legends game directly about players who use quick chat to be used as a communication tool. Among the words contained in the quick chat feature can be classified, among others, to coordinate with teammates, give warnings, and also to express their emotions. The researcher chose the data because these words appeared the most during the game when they communicated using the quick chat feature.

For this study, researchers made observations by selecting words in the quick chat feature from the latest update of the Mobile Legends game, namely patch 1.8.30 on 7 November 2023. The data was taken from the latest data available in quick chat and has the most complete data compared to previous patches. This research only focuses on two quick chat modes in the Mobile Legends game, namely default mode and Transformer mode. The two modes were taken because they can represent the entire quick chat in the Mobile Legends game. Therefore, researchers assume that the data is sufficient to be used as data for this study with a large amount.

D. Data Collection

In collecting data, researchers used documentation to obtain the data needed for research. This research uses several steps in collecting data. The first stage is that the researcher is a player who plays the Mobile Legends game, so the researcher is interested in examining the language used by the players through the quick chat feature. Researchers played the game more than five times to get the most dominant data used by the players. Then the researcher will take screenshots to see how many quick chats are used and which quick chats are used repeatedly. From a total of 35 quick chats used by players in 5 games, researchers only focus on data that appears more than twice so that researchers get 11 data ready for analysis.

E. Triangulation

Triangulation itself is an effort to check the truth of data or information obtained by researcher from various different perspectives so as to get a high level of truth by reducing as much bias as possible that occurs during data collection and analysis (Rahardjo, 2010).

In this research, this study uses the method of inter-researcher triangulation. This means that this technique is carried out by using more than one person in data collection and analysis. Therefore, this research involves other sources to check the validity of the data. In this case, the researcher

involved a reviewer, namely a researcher on language style dan language function theory based on Martin Joss (1967) and Dell Hymes (1974), and the researcher's linguistics lecturer as a validator to validate the data.

F. Data Analysis

The researcher took several actions when examining the data during the process of working on this thesis. After collecting the data, the researcher categorised it based on the type of findings that focused on language style through quick chat feature using Martin Joos' theory (1967). Furthermore, the researcher examines how the structure contained in the quick chat sentence using Dell Hymes' SPEAKING theory (1974). Then, the researcher describes the data and compares the findings of this research with previous research. Finally, the researcher draws a conclusion from the findings and discussion stage.

CHAPTER IV

FINDINGS & DISCUSSION

In this chapter contains findings and a discussion of the research. Data found based on language style and language function in game language through quick chat feature in Mobile Legends game.

A. Findings

In this research, the researcher presents, classifies, and analysis the data according to Joss (1967) about language style and Dell Hymes (1974) about SPEAKING theory. For the language style, there are five types of language style, the first is Frozen style, second is Formal, third is Consultative, fourth is Casual, and the last is Intimate. Then for the S-P-E-A-K-I-N-G theory divided into eight parts, there are S (Setting and Scene), P (Participant), E (Ends), A (Act Sequence), K (Key), I (Instrumentalities), N (Norms), and G (Genre).

In this research, the researcher found eleven data. It is analyzed based on five styles of language by Martin Joss theory and the structure of sentence by Dell Hymes about SPEAKING theory. The researcher explains some of examples of data analysis in based on the research questions. There are 11 data found in the quick chat of Mobile Legends game. Analysis of the data obtained will be classified based on the type of language style which will be explained below:

a) Consultative

The speaker provides information and the listener actively works to understand. Thus, there is a co-operation that occurs in a communication. In this case, a total of 6 data were found which is an Consultative style.

Datum 1



“Beware of Ambush”

In the context of Mobile Legends and similar MOBA or Battle Royale games, the phrase “Beware of Ambush” functions as a consultative warning that requires quick understanding and a coordinated response from the team. According to Joos (1967), a consultative style is a form of communication in which the speaker provides information that requires an active response from the listener. In this case, a player gives a “Beware of Ambush” warning to inform team members of a potential danger, with the hope that they will work together to take immediate action, such as retreating or joining the team. This

interaction demonstrates the consultative nature of the message, as it is not only informative, but also encourages reciprocal action to keep the team safe and strategize against the enemy.

The phrase “Beware of Ambush” includes a special vocabulary choice, where the word “ambush” functions as a tactical term understood in a gaming and military context, which distinguishes it from everyday language. In casual conversation, phrases like “surprise attack” or “trap” may be used more often. However, “ambush” is specific and conveys the meaning of a hidden threat, which makes it relevant in game communication where speed and clarity are crucial. This suggests that the term belongs to a specialized register used in a game context.

Structurally, the phrase “Beware of Ambush” is imperative in form, where the word “beware” gives a direct warning without an explicit subject. This imperative form is effective for communication in high-risk situations because it is short and direct. The use of “ambush” in this sentence emphasizes a specific type of threat, making this phrase a clear and strong instruction in the consultative register.

Using Dell Hymes' SPEAKING model can clarify how this phrase functions in a consultative style in a game context;

- **S (Setting and Scene):** This phrase is used in the context of the game,

especially in Mobile Legends, when the game situation is intense. The phrase “Beware of Ambush” usually appears when players are in vulnerable areas, such as near bushes, where enemies can hide themselves to attack. The atmosphere when this phrase is used is generally tense, as players need to be careful of hidden threats.

- **P (Participants):** The sender of the message is usually a team member who detects or suspects the threat of a surprise attack. The recipient of the message is another team member who is near the dangerous area and needs to be aware of the threat.
- **E (Ends):** The purpose of the message is to alert team members of a potential surprise attack and encourage them to take actions that minimize the risk. The sender expects a response, such as spreading out or keeping a distance, to avoid the attack.
- **A (Act Sequence):** The communication sequence begins when the player sees signs of suspicious enemy movement, or when there is a suspicion that there will be an ambush. The player then sends a “Beware of Ambush” message to request a response such as spreading out or gathering with the team.
- **K (Key):** The tone of “Beware of Ambush” is firm and serious, indicating the urgency of the message. This warning contains no humor, and

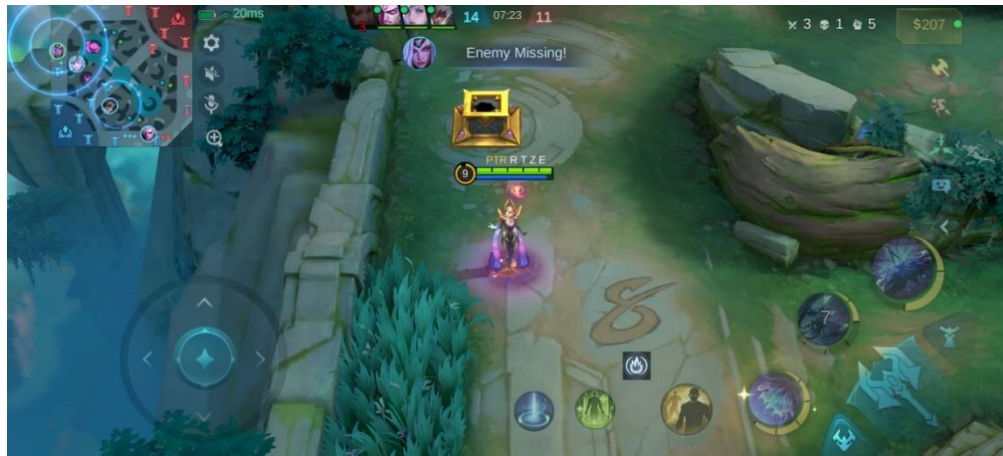
emphasizes the importance of the team's vigilance in order to avoid danger.

- **I (Instrumentalities):** This phrase is communicated through the quick chat feature in the Mobile Legends game, so players can send this message quickly without having to type. The language style used in “Beware of Ambush” is short, direct, and efficient, in keeping with the fast-paced dynamics of the game.
- **N (Norms):** In this context, “Beware of Ambush” functions as a short instruction typically used between team members to convey tactical advice immediately. Its interpretation norm demands a quick response from the recipient, where they are expected to take immediate steps to avoid an attack.
- **G (Genre):** The “Beware of Ambush” quick chat belongs to the tactical or warning communication genre. In team-based games, this kind of quick chat is often used to ensure coordination in the midst of high-risk situations.

The phrase “Beware of Ambush” is an example of consultative communication that combines efficiency and strategic goals. Its linguistic structure as an imperative command and the use of specialized registers make it effective for rapid team play. This analysis shows how the language in the game is adapted to meet the needs of consultative communication, where specialized terms such as “ambush” are chosen not only for their meaning, but

also to provide a shared understanding among players. Through the SPEAKING model, we can see how each element such as setting, participants, tone, and norms contribute to the communication style used by players in the Mobile Legends game.

Datum 2



“Enemy missing!”

In the context of Mobile Legends and similar MOBA or Battle Royale games, the phrase “Enemy missing!” serves as a consultative warning that requires quick comprehension and a coordinated response from the team. According to Joos (1967), a consultative style is a form of communication in which the speaker provides information that requires an active response from the listener. In this case, a player gives an “Enemy missing” alert when one of the players realizes when all the enemies are not visible in the map. The player

will inform all teammates to be more aware of the enemies. This interaction shows the consultative nature of the message, as it is not only informative, but also encourages players to maintain a strategy against the enemy team.

The phrase “Enemy missing!” is a phrase used in the context of gaming and the military profession, which distinguishes it from everyday language. In the gaming world they prefer simple yet clear sentences whereas in everyday conversation they prefer words like “someone is not here”, “I can't see them”, “they are gone”, and many more. However, “Enemy missing!” is more specific and provides a hidden threat, making it relevant in game communication where speed and clarity are crucial. This suggests that this term belongs to a specialized register used in a game context.

Structurally, the phrase “Enemy missing!” is imperative in form, where the word “missing” gives a direct warning without an explicit subject. This imperative form is effective for communication in high-risk situations because it is short and direct. The use of “missing” in this sentence emphasizes a specific type of threat, making this phrase a clear and strong instruction in the consultative register.

Using Dell Hymes' SPEAKING model can clarify how this phrase functions in a consultative style in a game context;

- **S (Setting and Scene):** This phrase is used in a gaming context, especially in Mobile Legends, when the game situation is intense. The phrase “Enemy missing!” is usually used by players when they realize that the enemy has disappeared from the map and plan an ambush to kill the opponent. The atmosphere of the game in a fairly relaxed condition turns into alert and tense. Players must be aware of ambushes from opposing players.
- **P (Participant):** The sender of the message is usually someone who realizes that the opposing team has disappeared from the map or has not been seen for a long time. The receiver of the message is the entire team, as they don't know who is the target for the enemy team's ambush.
- **E (Ends):** This quick chat is used to warn all teammates that the enemy team is invisible or missing, so players must be more vigilant and not let anyone go alone.
- **A (Act Sequence):** players usually use the quick chat when they realize the movement of an opponent who has disappeared from the map. Then one player will send a quick message “Enemy missing!” to get a response from teammates to be more vigilant and stay together to look after each other.
- **K (Key):** The tone of “Enemy missing!” is stern and serious, showing the urgency of the message. This warning contains no humor, and emphasizes the importance of the team's vigilance in order to avoid danger.

- **I (Instrumentalities):** This phrase is already present in the quick chat feature in the Mobile Legends game, so players only need to press the phrase without having to type it manually. The language style used in the phrase “Enemy missing!” is short, efficient and clear. Players do not use long sentences and the language used is more informal, but has a clear purpose.
- **N (Norms):** The norms of interaction in this game are that the phrase “Enemy missing!” belongs to a communication that refers more to short instructions given to all team members. The norm of interpretation in the quick chat requires an action response that must be implemented immediately, such as players of all their teammates are advised not to scatter and look after each other.
- **G (Genre):** The “Enemy missing!” quick chat belongs to the strategy or command communication genre. In this game, quick chat messages appear frequently during gameplay as players need strategy and coordination to achieve victory.

The phrase “Enemy missing!” is a form of consultative communication that combines efficiency and strategic objectives. Its linguistic structure as an imperative command and the use of a specialized register make for rapid team play. This analysis shows that this phrase serves as a strategic warning in

competitive and time-critical game situations, with the main purpose of giving the team vital information about unknown enemy movements. Specific terms such as “Missing” are chosen not only for their meaning, but also to provide a shared understanding among players. Through the SPEAKING model, we can see how each element such as setting, participants, tone, and norms contribute to the communication style used by players in the Mobile Legends game.

Datum 3



“Defend the High Ground!”

In the context of Mobile Legends and similar MOBA or Battle Royale games, the phrase “Defend the High Ground!” functions as a consultative warning that requires quick understanding and a coordinated response from the team. According to Joos (1967), a consultative style is a form of communication in which the speaker provides information that requires an active response from the listener. In this case, a player gives the warning

“Defend the High Ground!” when the enemy starts attacking the last defense or the main base. The player will order all team members to defend the base. This interaction shows the consultative nature of the message, as it is not only imperative, but also encourages the players to work together more to fight the enemy.

The phrase “Defend the High Ground” includes a specialized term, where the word “High Ground” is a tactical term that is only understood in the context of the game and that distinguishes it from everyday language. In casual conversation, phrases such as “Defend the main base” or “keep our primary base” are more commonly used than the phrase “High Ground” which denotes the center or core of the defense. These phrases were chosen because they are specific and convey a sense of urgency, making them relevant to in-game communication which requires speed and clarity. This shows that this term belongs to a specialized register used in the context of the game.

Structurally, the phrase “Defend the High Ground!” is imperative, where the word “High Ground” gives a direct warning but has an explicit subject. This imperative form is effective for communication in threatening situations that require immediacy because it is short and direct. The use of “High Ground” in this sentence emphasizes the high-level type of threat, so this phrase becomes a clear and strong instruction in the consultative register.

Using Dell Hymes' SPEAKING model can clarify how this phrase functions in a consultative style in a game context;

- **S (Setting and Scene):** This phrase is used in a gaming context, especially in the MOBA game genre. The phrase “Defend the High Ground” Usually players use this quick chat when they are outside the main base, so the player will tell them to immediately return and defend the base. The atmosphere in the game is tense and time is short, they must immediately defend their main base to avoid defeat.
- **P (participants):** The sender of the message is one of the team members who understands the importance of defending the main base and is trying to coordinate their team. The receiver of the message is a team member who is far from the main base so they are ordered to immediately retreat and prepare to face the opponent's attack on the main base.
- **E (Ends):** The purpose of this message is to instruct all team members to immediately defend their main base.
- **A (Act Sequence):** The communication sequence starts when the player realizes the movement of the opponent approaching or attacking their main base. The player will then send a “Defend the High Ground” quick chat to ensure team members act quickly to defend their home base.
- **K (Key):** The tone of “Defend the High Ground” is urgent and very

assertive. This can be seen through the use of exclamation marks (!) which shows that the situation is very serious and there is no hesitation in the communication.

- **I (Instrumentalities):** This phrase is already found in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the phrase “Defend the High Ground” is short, efficient, and direct. Players do not use long sentences and the language used is more informal, but has a clear purpose.
- **N (Norms):** The norm in this context, “Defend the High Ground” belongs to a communication that refers more to short instructions given to all team members. The norm of interpretation requires an action response that must be implemented immediately, as the main base is the main place to defend.
- **G (Genre):** The phrase “Defend the High Ground” belongs to the strategy or command communication genre. In this game, quick chat messages appear frequently during gameplay as players need strategy and coordination to achieve victory.

The phrase “Defend the High Ground!” is an example of consultative communication that combines efficiency and strategic goals. Its linguistic structure as an imperative command and the use of a specialized register make

it effective for fast-paced team games. Going through Dell Hymes' SPEAKING model shows that this phrase functions in specialized social contexts, such as video games or the military, where strategy, teamwork, and quick responses are essential.

Datum 4



“Skills on cooldown, wait!”

In the context of Mobile Legends and similar MOBA or Battle Royale games, the phrase “Beware of Ambush” functions as a consultative warning that requires quick understanding and a coordinated response from the team. According to Joos (1967), a consultative style is a form of communication in which the speaker provides information that requires an active response from the listener. In this case, a player provides the information “Skills on cooldown, wait” when the player wants to inform that his ability cannot be

used. When teammates want to do battle with the opposing team, players who do not have the ability or the ability cannot be used then the player will use the quick chat.

The phrase “Skills on Cooldown, wait” includes a special vocabulary choice, where the word “cooldown” functions as a tactical term that only the player himself understands, distinguishing it from everyday language. In everyday conversation, phrases like “Still on pause, wait” or “Still recovering, wait” might be used more often. However, the word “cooldown” is specific and gives a very clear meaning that only the players understand, it was chosen to speed things up and provide clarity when in the game. This shows that this term belongs to a specialized register used in the context of the game.

Structurally, the phrase “Skills on Cooldown, wait” is in the imperative form, where the word “cooldown” indirectly gives a command without an explicit subject. This form is the most suitable form to use as it is short and clear during the game. The use of the word “cooldown” in this sentence emphasizes a specific command, making this phrase a clear and strong instruction in the consultative register.

Using Dell Hymes' SPEAKING model can clarify how this phrase functions in a consultative style in the context of the game;

- **S (Setting and Scene):** This quick chat is only used in the context of the

game in the Mobile Legends game. The place of use of this quick chat occurs when before the war occurs, they will inform the conditions they are experiencing so that the attack will be postponed first. The atmosphere when using this quick chat is in tense conditions and a short time. They must immediately notify the conditions they are experiencing, because if the ability cannot be used then it is likely to lose the battle with the opposing team.

- **P (Participant):** The sender of the message is usually one of the players who is experiencing this condition, namely that his ability cannot be used. The recipient of the message is all his teammates who want to attack the opposing players.
- **E (Ends):** The purpose of this message is to have a brief discussion so that all members of his team know that they are not in the best condition to attack, so it is advisable to stay away from areas that are prone to war with the opposing team.
- **A (Act Sequence):** This sequence of using quick chat is usually used by players when before a war occurs. One player who feels that his ability cannot be used will immediately send a quick message “Skills on Cooldown, wait” so that players who know this information will immediately protect or stay away from opposing players first.

- **K (Key):** The tone of “Skills on Cooldown, wait” is assertive and urgent, as the player is explicitly saying that he is not ready to do battle and is ensuring his team not to act too rashly when meeting the opponent.
- **I (Instrumentalities):** This phrase is already found in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the phrase “Skill on Cooldown, wait!” is technical, clear, and direct. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norm of interaction in the phrase “Skill on Cooldown, wait!” belongs to communication that refers more to brief instructions given to all team members. The norm of interpretation is that when the quick chat is used, players in a team will refrain or stay away from the battle and prepare until the ability is ready to be used again.
- **G (Genre):** The quick chat “Skill on Cooldown, wait!” belongs to the short and clear tactical communication genre. In this game, players are often faced with urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in the Mobile Legends game.

The phrase “Skills on cooldown, wait!” is an example of consultative communication in strategic play in the Mobile Legends game. Its linguistic

structure as an imperative command and the use of specialized registers make it effective for fast-paced team play. Through this analysis, we can know that consultative communication in this game adapts to the language needed by the players, such as the special terms, namely the word “cooldown” which is used so that other players can respond to the best action to be taken next. Through analysis using Dell Hymes' SPEAKING theory, we can see how each setting, participant, and norm contributes to the communication style used by the players.

Datum 5



“Watch out for flanking”

In the context of MOBA or similar genre games, the phrase “Watch out for flanking” functions as a consultative warning that requires quick understanding and a coordinated response from the team. According to Joos

(1967), a consultative style is a form of communication in which the speaker provides information that requires an active response from the listener. In this case, a player gave the warning “Watch out for flanking” to alert the enemy of an ambush from the opposite side while the battle was in progress. This interaction demonstrates the consultative nature of the message, as it is not only informative, but also encourages reciprocal action to keep the team safe and strategize against the enemy.

In the sentence “Watch out for flanking” there is a special vocabulary, where the word “Flanking” means that the enemy is attacking from the opposite side. This term is only used in certain game contexts, which makes it different from the language used for everyday communication. In normal conversation, phrases like “Watch out for enemies coming from the other side”, might be used more often. The word “flanking” is more specific and quickly understood by players of the game, making it relevant in game communication where clarity and speed are important factors. Therefore, the term belongs to a specialized register used in the game context.

Structurally, the phrase “Watch out for flanking” is imperative, where the word “flanking” gives a direct warning without an explicit subject. This imperative form is effective for communication in high-risk situations because it is short and direct. The use of “flanking” in this sentence emphasizes a specific type of threat, making this phrase a clear and strong instruction in the

consultative register.

Using Dell Hymes' SPEAKING model can clarify how this phrase functions in a consultative style in a game context;

- **S (Setting and Scene):** The setting of this quick chat is only used in the context of game language in the Mobile Legends game. The place of use of this quick chat occurs when a war occurs with the opposing team and the opponent tries to attack from two opposite sides. The atmosphere when using this quick chat is tense, strategic, and short on time, because players are forced to think quickly in a very urgent situation to think of a plan that they must do.
- **P (Participant):** The sender of the message is usually one of the players who realizes that the opponent is planning to attack from both sides. The receiver of the message is the rest of the team in the battle.
- **E (Ends):** The purpose of this quick chat is to provide information about the enemy's movements during the battle. When the battle is in progress not all players realize that the enemy will make these movements. Thus, the team that realizes the opponent's strategy does not get a big loss.
- **A (Act Sequence):** This quick chat usage sequence is used when the war is happening. One of the players who knows the plan will immediately send a quick chat “Watch out for flanking” so that his teammates do not get a

big loss.

- **K (Key):** The tone of “watch out for flanking” is assertive, urgent, and strategic. While the war is going on, players should still have short discussions to keep communication and strategy going.
- **I (Instrumentalities):** This phrase is already found in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style used in the phrase “Watch out for flanking” is technical, clear, and direct. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norms of interaction in the phrase “Watch out for flanking” belong to communication that refers more to brief instructions given to all team members. The norm of interpretation is that when the quick chat is used, other players will try to protect the player targeted by the opposing team.
- **G (Genre):** The “Watch out for flanking” quick chat belongs to the short and clear tactical communication genre. In this game, players are often faced with urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in the Mobile Legends game.

The phrase “Watch out for flanking” is a form of consultative communication

that combines tactical goals and efficiency. The linguistic structure of this quick chat has imperative commands and the use of special registers that make communication faster and more effective. The choice of the word “flanking” in the phrase has its own reasons, besides the meaning of the phrase, it was also chosen because it has a common understanding. Through the SPEAKING model, we can see how each element such as setting, participants, tone, and norms contribute to the communication style found in the Mobile Legends game.

Datum 6



“Split push”

In the context of MOBA or similar genre games, the phrase “Watch out for flanking” functions as a consultative warning that requires quick understanding and a coordinated response from the team. According to Joos

(1967), a consultative style is a form of communication in which the speaker provides information that requires an active response from the listener. In this case, a player gives the command “split push” to inform their teammates that he will destroy or steal some towers in his path. It is hoped that the other players can cooperate to take immediate action, such as distracting the opponent. This communication shows that this phrase belongs to the consultative register, as this message is not only informative, but also encourages reciprocal action to maintain teamwork.

The phrase “Split push” includes a special vocabulary choice, where the word functions as a tactical term understood in the context of the game, which distinguishes it from everyday language. In casual conversation, phrases like “I’ll destroy some towers” or “I’ll do a separate attack” might be used more often. However, they are more specific and have a command meaning, which makes them particularly suitable for use in game communication where speed and clarity are required. This shows that the term belongs to a specialized register used in a game context.

Structurally, the phrase “Split push” is in the imperative form which gives a direct warning without an explicit subject. This imperative form is effective for communication in high-risk situations because it is short and direct. The use of “Split push” in this sentence emphasizes the type of command, making this phrase a clear and strong instruction in the consultative

register.

Using Dell Hymes' SPEAKING model can clarify how this phrase functions in a consultative style in a game context;

- **S (Setting and Scene):** This phrase is used in the context of game language in the MOBA game genre. The place where this quick chat is used is when a team is fighting in the middle area, then the player who sends this quick chat will choose to attack the turret in the lower or upper area. The scene of using this quick chat is in a tense and calculating condition, because they have to choose to help the war that occurs or choose to attack the enemy tower on the other side.
- **P (Participant):** The sender of the message is one of the players who chose to destroy the tower instead of helping the team to fight. The receiver of the message is all the team members who are in the battle.
- **E (Ends):** The purpose of this quick chat is to negotiate with teammates, they prefer to take other advantages when the war is happening. So that other players will not blame the player when he loses the battle, because what he does also has a positive impact on his team.
- **A (Act Sequence):** This quick chat usage sequence is used when another player is in a battle with an opposing player. One of the players found out that no one was guarding the towers, so he preferred to destroy some of the

towers instead of joining the battle.

- **K (Key):** The tone of the quick chat was assertive and confident, as the player felt that his actions would benefit his team more.
- **I (Instrumentalities):** This sentence is already contained in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the phrase “Split push” is technical, clear, and direct. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norms of interaction in the phrase “Split push” belong to communication that refers more to short instructions given to all team members. The norm of interpretation is that when the quick chat is used, the players in a team will be tasked with continuing the battle and stalling it for as long as possible so that the other players can get as many towers as possible.
- **G (Genre):** The “Split push” quick chat belongs to the short and clear tactical communication genre. In this game, players are often faced with urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in the Mobile Legends game.

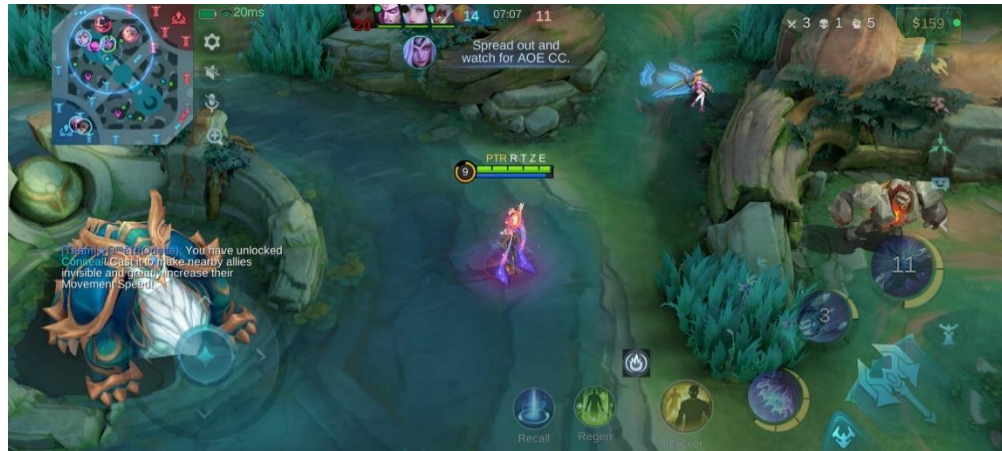
The phrase “Split push” is a piece of consultative communication that

combines efficiency and strategic goals. Its linguistic structure as an imperative command and the use of a specialized register make it effective for rapid team play. This analysis shows how the language in the game is adapted to meet the needs of consultative communication, where specialized terms such as “Split push” are chosen not only for their meaning, but also to provide a shared understanding among players. Through the SPEAKING model, we can see how each element such as setting, participants, tone, and norms contribute to the communication style used by players in the Mobile Legends game.

b) Casual

The casual style is defined as the style used for conversations in casual or normal situations. People tend to use this style when they are conversing with friends, family, and people with whom they have a close relationship. One of the characteristics of the casual style is the use of first names, frequent use of abbreviated words. In this case, a total of 5 data were found which is an casual style.

Datum 7



“Spread out and watch for AOE CC.”

In the context of the Mobile Legends game, the short phrase “Spread out and watch for AOE CC” reflects the use of casual language style. Casual style, as described by Joos (1967), is a style used in informal situations and is usually characterized by features such as the use of abbreviations or slang. In this case, although the conversation took place in a strategic and serious context, the relationship and regular interaction between players in the team allowed the use of abbreviations such as “AOE CC” to speed up communication and create effectiveness in combat situations.

From a linguistic perspective, the phrase “AOE CC” stands for “Area of Effect Crowd Control” which is shortened. This shortening indicates an element of casual style, where abbreviations are often used in communication

between friends or colleagues in informal contexts to speed up message delivery. This abbreviated form also suggests that players in the game share a common understanding of certain technical terms, which is characteristic of the specialized register in the game. Structurally, “AOE” (Area of Effect) refers to a hero's ability to attack a wide area, while “CC” (Crowd Control) describes the ability to control or restrict an opponent's movement. The use of these abbreviations in a casual style indicates the need for efficient and direct communication when in the midst of battle.

Further analysis using Dell Hymes' SPEAKING theory explains the social and contextual factors underlying the use of this casual style;

- **S (Setting and Scene):** This phrase is only used in the context of the Mobile Legends game when the game is in progress. Where the use of this quick chat occurs teammates will realize that the enemy has the ability “AOE CC”. The atmosphere when using the quick chat is tense and strategic, because in addition to the players thinking of ways to fight the enemy, they also have to pay attention to their position so as not to get together with teammates.
- **P (Participant):** The sender of the message is one of the players who realized that the enemy has the ability to attack a large area and cause a stun or control effect. The receiver of the message is a team member who is near

an enemy that has this ability.

- **E (Ends):** The purpose of this quick chat is to instruct teammates to spread out and avoid the enemy's ability while in combat against the enemy team.
- **A (Act Sequence):** The action sequence of this quick chat usually starts when the player is in the middle of a battle against the enemy team or before the battle occurs. Players who know this information will immediately split up and be more aware of the opponent's ability.
- **K (Key):** The tone of this phrase is assertive, urgent, and strategic. As the battle progresses the time to think is running out and clear and quick instructions are needed.
- **I (Instrumentalities):** This phrase is already found in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the sentence “Watch for the AOE CC” is short, clear, and technical. Players do not use long sentences and use abbreviations on “Area of Effect Crowd Control” to “AOE CC”. This is common in the gaming world, as players need fast, precise, and efficient communication.
- **N (Norms):** The norm of interaction in the phrase “Watch for the AOE CC” belongs to communication used in certain professions and is never used in everyday communication. The interpretation norms require players in a

team to be more vigilant and try not to gather in one area, in order to avoid widespread attacks from the enemy.

- **G (Genre):** “Watch for the AOE CC” quick chat belongs to the genre of short and clear tactical communication. In this game, players are often faced with urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in Mobile Legends games.

Overall, “Spread out and watch for AOE CC” is an example of a casual communication style that supports communication efficiency in the game. This style is effective because it is short, concise, and utilizes abbreviations that are familiar to players. This analysis shows that casual language with abbreviated forms such as “AOE CC” is able to speed up responses and enable better coordination in game situations, by utilizing specialized registers that are only understood by players who are familiar with these terms.

Datum 8



“Need Ganking!”

In the context of the Mobile Legends game, the short phrase “Need Ganking!” reflects the use of casual language style. Casual style, as described by Joos (1967), is a style used in informal situations and is usually characterized by features such as the use of abbreviations or slang. In this case, although the conversation took place in a strategic and serious context, the relationship and regular interaction between players in the team allowed the use of abbreviations such as “Ganking” to speed up communication and create effectiveness in combat situations.

From a linguistic perspective, the phrase “Ganking” is a shortened form of “Gank Killing”. This shortening indicates that there are features of the casual style, where abbreviations are often used by players to speed up the

communication process. Structurally, “Genking” (Gank and Killing) refers to making an effort to kill the enemy together when the opposing player is alone or off guard. The use of abbreviations in the phrase shows the need for more efficient communication used when in a state of urgency or in the middle of a battle.

Further analysis using Dell Hymes' SPEAKING theory explains the social and contextual factors underlying the use of this casual style;

- **S (Setting and Scene):** The setting of this phrase is used in the context of game language in game genres such as MOBA. The place where this quick chat is used occurs when players are fighting with enemies one by one in their respective areas such as top lane, mid lane, and bottom lane. The atmosphere when using quick chat is in tense conditions and a short time. They must immediately notify their teammates in order to kill the enemy when they are alone.
- **P (Participant):** The sender of the message is usually one of the players who is in a one-on-one situation with the opponent. The recipient of the message is a teammate who is near the player to come quickly to help him.
- **E (ends):** The purpose of this quick chat is to give a surprise effect to an opponent who is alone, so that the chance of killing the opponent is much greater and there is no chance of being able to escape the ambush.

- **A (Act Sequence):** The action sequence starts when the player is in a one-on-one battle with an opponent. Then the player sees an opportunity to defeat the enemy together. After the message is sent, other players are expected to come immediately to attack the enemy quickly.
- **K (Key):** The tone when this quick chat is used is assertive and urgent, as the player is explicitly asking his teammates for help in order to kill the enemy in a one-on-one combat situation.
- **I (Instrumentalities):** This phrase is already contained in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the sentence “Need Ganking” is technical, clear, and concise. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norms of interaction in the sentence “Need Ganking” belong to communication that refers more to brief instructions given to all team members. Interpretation norms require that nearby players must immediately understand the message that the player needs help to ambush and kill the opponent quickly.
- **G (Genre):** “Need Ganking” quick chat belongs to the genre of short and clear tactical strategy communication. In this game, players are often faced

with urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in the Mobile Legends game.

Overall, “Need Ganking!” is an example of a casual communication style that supports communication efficiency in the game. This style is effective because it is short, concise, and utilizes abbreviations that are familiar to players. This analysis shows that casual language with abbreviated forms such as “Need Ganking!” can influence players to take immediate action because, players utilize a special register that only the players of the game understand.

Datum 9



“We’re 1033 gold behind. Farm first”

In the context of the Mobile Legends game, the short phrase “We're 1033 gold behind. Farm first” reflects the use of casual language style. Casual style, as described by Joos (1967), is a style used in informal situations and is

usually characterized by features such as the use of abbreviations or slang. In this case, although the conversation took place in a strategic and serious context, the relationship and regular interaction between players in the team allowed the use of abbreviations such as “We're” to speed up communication and create effectiveness in game situations.

From a linguistic perspective, the phrase “We're” is a shortened form of “We are”. This shortening indicates an element of casual style, where abbreviations are often used in communication between friends or colleagues in informal contexts to speed up message delivery. Not only that, the sentence also contains the word “farm” which has a different meaning from the language used in everyday life. The word “farm” or “fariming” in games means techniques to collect resources such as (gold, experience, and items) by various means such as killing monsters, minions, or creeps and as much as possible to stay away from battles with opposing players first. The use of these abbreviations in a casual style shows the need for efficient and direct communication while in the midst of battle.

Further analysis using Dell Hymes' SPEAKING theory explains the social and contextual factors underlying the use of this casual style;

- **S (Setting and Scene):** This phrase is only used in the context of game language in game genres such as MOBA. The place where this quick chat

is used occurs when players in one team are behind in terms of gold with the enemy team. The atmosphere when this quick chat is used is urgent because it is in a situation of being behind in terms of resources or gold with the opposing team.

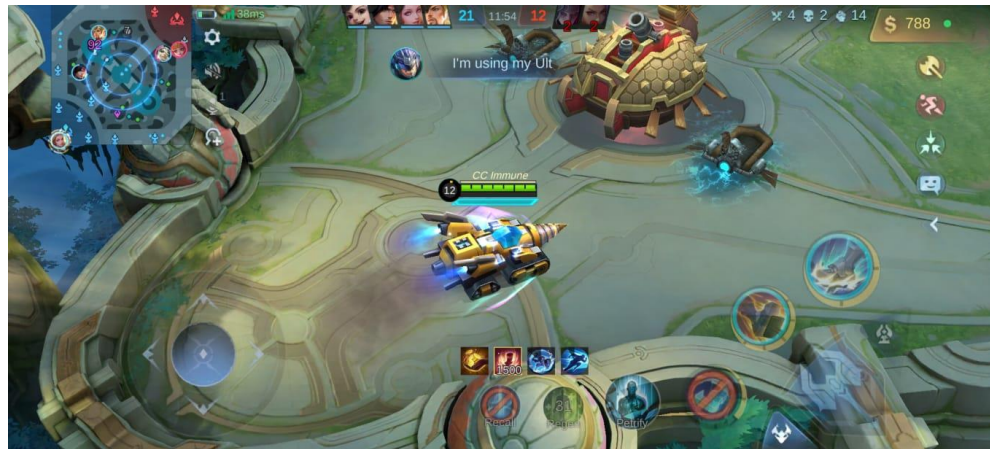
- **P (Participant):** The sender of the message is a player who is aware of the lag so he sends a quick chat to tell his teammates to focus on “farming” first. The recipient of the message is the entire team, because they must immediately respond to the quick chat to stay away from the war as much as possible and focus on collecting resources.
- **E (Ends):** The purpose is to provide information about the team's condition, which is losing gold by 1033, so they must make a strategy to minimize the lag.
- **A (Act Sequence):** This quick chat action sequence is usually used by players when not at war. Players who realize that they are behind immediately provide information to the whole team. After the team receives the information, they will focus more on farming and stay away from war.
- **K (Key):** The tone of this quick chat is assertive and strategic, as the lag will jeopardize the entire team in the next battle which will most likely result in defeat.

- **I (Instrumentalities):** This phrase is already contained in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the phrase “We're 1033 gold behind. Farm first” is a report of objective conditions. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norm of interaction in the phrase “We're 1033 gold behind. Farm first” belongs to a communication that refers more to a brief instruction given to all team members. The norms of interpretation require players in a team to refrain or stay away from warfare and they should focus more on “farming” in order to reduce the lag.
- **G (Genre):** The quick chat “We're 1033 gold behind. Farm first” belongs to the short and clear tactical communication genre. In this game, players are often faced with urgent situations to communicate during a match. Thus, registers can appear in game language, especially in the Mobile Legends game.

Overall, “We're 1033 gold behind. Farm first” is an example of a casual communication style that supports communication efficiency in the game. This style is effective because it is short, concise, and utilizes abbreviations that are familiar to players. Based on Dell Hymes' SPEAKING analysis, this

sentence provides information about the team's delay in gold and offers a strategic solution in the form of focusing on farming. This communication can show how efficient the use of casual style is when the game is in progress.

Datum 10



“I’m using my Ult”

In the context of the Mobile Legends game, the short phrase “I’m using my Ult” reflects the use of casual language style. Casual style, as described by Joos (1967), is a style used in informal situations and is usually characterized by features such as the use of abbreviations or slang. In this case, although the conversation took place in a strategic and serious context, the relationship and regular interaction between players in the team allowed the use of abbreviations such as “Ult” to speed up communication and create effectiveness in combat situations.

From a linguistic perspective, the phrase “Ult” is a shortened form of the word “Ultimate”. This shortening indicates an element of casual style, where abbreviations are often used in communication between friends or colleagues in informal contexts to speed up message delivery. The shortening process in the phrase indicates that players have the same understanding of certain specialized terms. Structurally “Ult” (Ultimate) describes the main or strongest ability possessed by each player. The use of this abbreviation in a casual style shows the need for efficient and direct communication while in the midst of battle.

Further analysis using Dell Hymes' SPEAKING theory explains the social factors and context underlying the use of this casual style;

- **S (Setting and Scene):** This phrase is only used in the context of game language in game genres such as MOBA. The place of use of this quick chat occurs when the player uses the strongest power he has to follow the battle that is happening. The atmosphere when using this quick chat is in a tense condition, because the player participates in the battle that is happening by using the strongest power he has.
- **P (Participant):** The sender of the message is one of the players who will use the Ultimate ability (Ult) in the game. The receiver of the message is a teammate who sees the quick chat so that they can adjust what action to

take next.

- **E (Ends):** The purpose of this quick chat is to inform the sender that they will be using their strongest ability to help in the battle with their opponent. This ability can determine the outcome of the battle.
- **A (Act Sequence):** The sequence of actions in this phrase is when the player realizes that a war has occurred, so he decides to help his team by using the Ultimate ability (Ult). After the quick chat is used, other players will adjust what actions will be taken next.
- **K (Key):** The tone in the use of this quick chat is urgent and hasty, because the use of their strongest ability is used in a crucial situation, so they must quickly decide on an action and increase coordination in the team.
- **I (Instrumentalities):** This phrase is already found in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the phrase “I’m using my Ult” is clear, concise, and direct. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norm of interaction in the phrase “I’m using my Ult” belongs to communication that refers more to brief instructions given to all team members. Norms of interpretation when the quick chat is used then

players in a team will adjust what actions they will take such as counterattacking the enemy or protecting the player who is using the ability.

- **G (Genre):** The quick chat “Skill on Cooldown, wait!” belongs to the short and clear tactical communication genre. In this game, players are often faced with urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in the Mobile Legends game.

Overall, “I’m using my Ult” is a part of strategic communication that belongs to a type of casual style where there are abbreviations to provide efficiency when communicating. This style is effective because it is short, concise, and utilizes abbreviations that are familiar to players. This analysis shows that casual language with abbreviated forms such as “Ult” can have a better effect because it is able to speed up responses and faster coordination.

Datum 11



“I’ll the the Buff”

In the context of the Mobile Legends game, the short phrase “I’ll take the Buff” reflects the use of casual language style. Casual style, as described by Joos (1967), is a style used in informal situations and is usually characterized by features such as the use of abbreviations or slang. In this case, although the conversation took place in a strategic and serious context, the relationship and regular interaction between players in the team allowed the use of abbreviations such as “I’ll” to speed up communication and create effectiveness in game situations.

From a linguistic perspective, the phrase “I’ll” is a shortened form of “I will”. This shortening indicates an element of casual style, where

abbreviations are often used in communication between friends or colleagues in informal contexts to speed up message delivery. Not only that, the word “Buff” is also a term that is only used in the context of game language and is not commonly used in everyday conversation. The use of this abbreviation in a casual style shows the need for efficient and direct communication while in the midst of battle.

Further analysis using Dell Hymes' SPEAKING theory explains the social and contextual factors underlying the use of this casual style;

- **S (Setting and Scene):** This phrase is used in the context of the Mobile Legends game when the game is in progress. The place where this quick chat is used occurs when a player wants to ask his teammates for a Buff. The atmosphere when using this quick chat is relaxed and calculating. They all also think about who the Buff is most appropriate for.
- **P (Participant):** The sender of the message is one of the players who wants to take the Buff so that other players don't take it. The receiver of the message is the rest of the team, who allow the player to take the Buff or monster in order to benefit themselves.
- **E (Ends):** The purpose of this phrase is to provide information that the monster or Buff will be killed or become the owner of one of the players, so that there will be no misunderstandings or disputes between Buff

owners.

- **A (Act Sequence):** The action sequence starts when one player sees a Buff or monster that has appeared, then that player uses quick chat to ask the whole team for approval. So that all players do not try to take it because they already know who the Buff or monster is for.
- **K (Key):** The tone in the sentence is informal and assertive. This quick chat is not aggressive, because other players also have the right to reject it and prohibit the player from taking the Buff or monster.
- **I (Instrumentalities):** This phrase is already contained in the quick chat feature in the Mobile Legends game, so players only need to press the sentence without having to type it manually. The language style in the phrase “I’ll take the Buff” is concise, clear, and direct. The use of this language style is only used in the context of the game and is not commonly used in everyday conversation.
- **N (Norms):** The norm of interaction in the phrase “I’ll take the Buff” belongs to communication that refers more to the brief instructions given to all team members. The norm of interpretation requires that players in a team do not need to approach or take the Buff.
- **G (Genre):** The “I’ll take the Buff” quick chat belongs to the short and clear tactical communication genre. In this game, players are often faced with

urgent situations to communicate while in battle. Thus, registers can appear in game language, especially in the Mobile Legends game.

Overall, “I’ll take the Buff” is an example of a casual communication style that supports communication efficiency in the game. This style is effective because it is short, concise, and utilizes abbreviations that are familiar to players. Based on Dell Hymes' SPEAKING analysis, this sentence provides information about the team's delay in gold and offers a strategic solution in the form of focusing on farming. This communication can show how efficient the use of casual style is when the game is in progress.

B. Discussion

In this section, the researcher presents a more specific explanation of the results of the analysis on the quick chat feature found in the Mobile Legend game above. Based on the Language style theory of Martin Joos (1967), classifying language styles into 5 styles, namely Frozen style, Formal style, Consultative style, Casual style, and Intimate style. However, in this study only 2 types of language styles were found in the quick chat in the Mobile Legends game, namely Consultative style which amounted to 6 data and Casual style which amounted to 5 data. In this study, no data was found that had the type of Frozen style, Formal style, and Intimate style in the quick chat feature in the Mobile Legends game.

Based on these data, the most dominant style found is the Consultative style,

which amounts to 6 data. In the context of in-game language that occurs in the quick chat feature in the Mobile Legends game, this style has a very structured and cooperative form of communication. The players communicate with each other to exchange information and provide replies to the quick chat. In this game, the style is used more simply and clearly to give strategic instructions when in an urgent situation such as in war or used to respond to events that require teamwork. As an example of a sentence in a quick chat that shows the Consultative style is, “Enemy missing!” or “Skill on Cooldown, wait!” these sentences can reflect that players communicate cooperation and provide a quick response, so this style is the dominant style and is suitable for use by players. In the data found in this study, the game language has a language difference with the language used to communicate daily. The players use language that is only understood by the players themselves or in certain professions such as the military. This is in line with the definition of register itself, as said by Wardaugh in Vita and Monika (2014), the definition of register is a set of languages that have to do with professions, social groups, or occupations.

Overall, the Consultative style data found in the quick chat feature in the Mobile Legends game has the purpose of having a brief discussion about the next action that must be taken. This can be known through analysis using Dell Hymes' SPEAKING theory from each data that has been found. For example, the place where the conversation was held before or during the war, the sender and recipient of the message were colleagues in their team, the sentence was used to provide information

and there was a brief discussion between teams, and they used short, simple, and clear language because it was urgent. Therefore, it can be seen that Mobile Legends game players still conduct short discourses to maintain professionalism or cooperation when they are in an urgent situation, even though the way they communicate does not use very formal or rigid language. This is in line with the Consultative style of Joss (1967), that this style can usually be found in semi-formal situations and is widely used to discuss or negotiate a matter in conversation.

In the findings of this study, it was found that the Consultative language style in communication between players through the quick chat feature in the Mobile Legends game occurred for several reasons. Among them, this style is used for strategic communication with teammates in an urgent situation, conducting short discussions using simple but clear language, so that the use of this style only occurs in the context of game language and is different from everyday language. This is the same as the results of Wahyuningsih's research, S. K. (2021) which explains that the consultative style is used to talk with strangers and discussions in small groups. However, there is also a contradiction between the results of this study and the research of Zumaria D. G. (2022), sentences in this style are usually shorter than formal style and are also needed for daily communication. And the last one from Shofyanti, et, al. (2021), this language style is more used to attract participants' attention and make them more involved in the conversation.

The style found in the findings above is Casual style which amounts to 5 data.

In the context of in-game language that occurs in the quick chat feature in the Mobile Legends game, this language style has an informal and more relaxed form of communication than consultative language. In this game, the language contained in the quick chat feature is structured more briefly and characterized by ellipsis so that the information sent can be understood more quickly and without interrupting the gameplay of each player. For example, examples of sentences in quick chat that show the Casual style are “Watch out for enemy AOE CC” or “I’m using my Ult” in these sentences can show the use of more relaxed language, the presence of ellipsis in the sentence structure, because there is a level of trust and language agreement that occurs indirectly. This is in line with Joos' (1967) the characteristics of casual style can be seen in a sentence where there are deletions in certain words.

In this case, through the analysis of Hymes' SPEAKING model, it can be seen that there are several factors that influence the formation of Casual type sentences in the quick chat. For example, Setting and Scene (S) where the use of quick chat occurs when in battle in a tense atmosphere and a short time, Participant (P) the sender and recipient of the message are teammates, Ends (E) which aims to speed up the communication process when in battle, Act sequence (A) the sequence of use when the battle occurs and the player sends a quick chat to establish teamwork, Key (K) uses an assertive tone and is in a vigilant atmosphere, Instrumentalities (I) in this game uses the quick chat feature, Norms (N) players use this quick chat to coordinate and work together so that the message is made as short and efficient as possible, and

finally Genre (G) which demands brevity in quick chat sentences so that messages can be read quickly and do not affect the gameplay of each player. Therefore, conversations that occur in the game mostly occur when in battle or before a battle occurs and in a tense and very urgent atmosphere. Players try to create a new language that only the players themselves understand so that communication occurs quickly and precisely. This is in line with the explanation of register from Wardhaugh (1998, cited in Rukmana 2012), that other people or communities have their own language and they deliberately use it even the language they use is too complicated for other communities to understand.

Casual language style in this study is used by players to speed up the communication process when the battle is happening, so that players are not distracted by communication and focus more on the game. The use of this style is characterized by a reduction or abbreviation in the sentence in the quick chat and there are several words that are only used in the game that are not understood by people who do not play the Mobile Legends game. This makes this Mobile Legends game has its own characteristics. Such as the use of the words “Ult”, “AOE”, “CC”, and “Ganking” which are only used by the players of Mobile Legends game. The results of this study have similarities with the results of previous studies, such as from Diani et, al. (2021), that Casual language in the study often uses ellipses and shortened forms. However, there are also differences with previous studies such as from Yuanita et, al. (2022), the casual style in this study is characterized by the use of regional grammar, slang,

and contradictions, making it suitable for use in casual situations. Furthermore, from Yanti, T. (2019), casual style is used to create a more comfortable atmosphere and reduce tension in interaction, so that the conversation becomes more relaxed.

Therefore, the sentences in the quick chat in the Mobile Legends game not only enrich the language with new words, but also create their own identity and characteristics for fellow gamers and communities who use the language in the Mobile Legends game.

In this study, no Frozen, Formal, and Intimate language styles were found in the quick chat in the Mobile Legends game. Frozen language style has characteristics that are very rigid, standardized and cannot be changed, such as in legal document texts, sacred texts, and government texts. Then the Formal style has characteristics that are more polite, complete and clearly structured. While the Intimate style is more used to communicate with people who are special or personal, such as spouses, family, or very close friends. So that these three language styles are not suitable for use in quick chat in games that have a more flexible, short, and fast word structure. This is in line with previous research from Nursyahidah, A., & Umam, R. K. (2022), this study shows that the most dominant style is the Formal style. This shows that the language of play and the language used by a journalist are very much different because the goal of journalists is to provide information to readers so they choose the right words that have complex structures and simple vocabulary.

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the results and conclusions that have been made. After finding and analyzing the types of language styles used and the functions of each language style, the researcher then provides conclusions and some suggestions for further innovations regarding the types of language styles and language functions in the Mobile Legends game through the quick chat feature.

A. Conclusion

In this study, the researcher concluded the analysis of registers in the Mobile Legends game through the quick chat feature, based on Martin Joss' theory (1967). The researcher draws analytical conclusions obtained through the findings and discussion, as well as several previous studies on language styles. From the five games played by researchers, researchers obtained 35 total quick chat data used by players in one team. Researchers took data that appeared more than twice, so 11 data were found which were divided into consultative style and casual style. Based on the results of the study, the most language style used by the players is the consultative style with a total of 6 quick chat data.

In addition, the researcher also applied Dell Hymes' SPEAKING model (1974) to show additional contexts that influence players in communicating with their teammates. Starting from the setting, participants, and the purpose of using quick

chats that prioritize speed and clarity to communicate with teammates when in a tense situation and do not have much time. This is what distinguishes game language from everyday language, which uses long and complete sentences to express feelings and goals.

From the analysis and discussion stage, this study concludes that the short and clear language in Mobile Legends helps players respond quickly in urgent game situations. This shows that in-game communication is not only a means of conveying information but also creating a collective identity between players that supports teamwork in stressful environments. Not only that, this study can also enrich the literature on digital sociolinguistics by presenting new data on the use of quick chat in the context of online games, as well as introducing the application of Joos and Hymes' theories in digital environments. This study opens up opportunities to further explore language adaptation in teamwork-oriented online games.

B. Suggestion

After completing this study, the researcher concluded that there are limitations in this study, namely only examining the Mobile Legends game with a focus on consultative and casual language styles, so Frozen, Formal, and Intimate language styles were not found. Further research is recommended to explore different game genres, such as Battle Royale or MMORPG, and other communication features to reveal variations in language styles that may be more complex and show other unique registers that develop in online gaming communities.

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CURRICULUM VITAE



Kukuh Wisnuaji Anjasgoro was born in Pacitan on January 10, 2001. The author is the son of Sartono and Partin. He is the second of two children, his older brother named Urip Wisnuaji Asmoro. He graduated from MAN Pacitan before entering college. He graduated in 2019, then he started his higher education in 2020 at the English Literature Department of UIN Maulana Malik Ibrahim Malang and finished in 2024. During college, he majored in Translation and became an intern at PT Translation Transfer Jember.

APPENDIX

NO.	DATA	LANGUAGE STYLE				
		Frozen style	Formal style	Consultative style	Casual style	Intimate style
1	“Beware of Ambush”			√		
2	“Enemy missing!”			√		
3	“Defend the High Ground!”			√		
4	“Skills on cooldown, wait”			√		
5	“Watch out for flanking”			√		
6	“Split push”			√		
7	“Spread out and watch for AOE CC.”				√	
8	“Need Ganking!”				√	
9	“We’re 1033 gold behind.”				√	

	Farm first”					
10	“I’m using my Ult.”				√	
11	“I’ll the the Buff”				√	