AN ANALYSIS OF TRANSLANGUAGING IN E-SPORT CASTERS PROFESSIONAL LEAGUE MOBILE LEGEND

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AN ANALYSIS OF TRANSLANGUAGING IN E-SPORT CASTERS PROFESSIONAL LEAGUE MOBILE LEGEND

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STATEMENT OF AUTHORSHIP

I declare that the thesis entitled **"An Analysis of Translanguaging In E-Sport Casters Professional League Mobile Legend"** is my original work. I have not included material that has been written or published by others, except those cited as references and listed in the bibliography. Hereby, if there is any objection or claim, I am the sole person responsible for it.

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iv

MOTTO

"Ada orang mengatakan syarat mengerjakan skripsi itu perlu jatuh cinta atau patah hati. Ya betul, penulis mengalami keduanya. Tapi jangan lupa untuk bangkit ketika jatuh dan jangan lupa untuk kembali tumbuh ketika patah"

"Aku membahayakan nyawa Ibuku untuk lahir kedunia, jadi tidak mungkin aku tidak ada artinya

By Bunga Syaffanah Shofyanah

DEDICATION

I dedicate this thesis to my parents, Mr. Sofiyul Bari and Mrs. Zumrotun, who always pray, supports, and love my wholeheartedly. For my brother, Elang Auli Muhammad and my sister, Afidzah Zayba Almira, who always supports my journey until I can complete my current education. And for my advisor, Maam Ulil Fitriyah, M.Pd, M.Ed, who has guided me well and very painstakingly. Finally, for myself, who has always been enthusiastic and not careless in completing my education until now. Thank you for supporting all the processes I have gone through so far.

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ABSTRACT

This study aims to analyze the use of translanguaging in e-sport broadcasts, specifically among casters in the Mobile Legends Professional League, employing a descriptive qualitative method that involves collecting data from video recordings and broadcast transcripts. The primary focus of the research is to understand how casters blend various languages, including local languages and English, in their interactions during matches. The analysis results indicate that casters utilize translanguaging to enhance communication with the audience and create a more familiar atmosphere, reflecting their cultural identities and abilities to engage a diverse audience. This study also applies Li Wei's (2011) theory of translanguaging space, which emphasizes how translanguaging spaces allow individuals to communicate more flexibly and creatively, facilitating more dynamic social interactions. The findings provide insights into the significance of translanguaging in the e-sport arena and its impact on how audiences understand and enjoy the game. Thus, this research underscores the vital role of translanguaging in enhancing the viewing experience and enriching the interactions between casters and audiences in the ever-evolving e-sport landscape.

ABSTRAK

Penelitian ini bertujuan untuk menganalisis penggunaan translanguaging dalam siaran e-sport, khususnya pada caster di Professional League Mobile Legends, dengan menggunakan metode kualitatif deskriptif yang melibatkan pengumpulan data dari rekaman video dan transkrip siaran. Fokus utama penelitian adalah memahami bagaimana caster menggabungkan berbagai bahasa, termasuk bahasa lokal dan bahasa Inggris, dalam interaksi mereka selama pertandingan. Hasil analisis menunjukkan bahwa caster menggunakan translanguaging untuk meningkatkan komunikasi dengan penonton dan menciptakan suasana yang lebih akrab, serta mencerminkan identitas budaya mereka dan kemampuan dalam menjangkau audiens yang beragam. Penelitian ini juga menerapkan teori *translanguaging space* yang dikemukakan oleh Li Wei (2011), yang menekankan bagaimana ruang translanguaging memungkinkan individu untuk berkomunikasi secara lebih fleksibel dan kreatif, sehingga memfasilitasi interaksi sosial yang lebih dinamis. Temuan ini memberikan wawasan tentang pentingnya translanguaging dalam dunia e-sport dan dampaknya terhadap cara penonton memahami dan menikmati permainan. Dengan demikian, penelitian ini menekankan peran penting translanguaging dalam meningkatkan pengalaman menonton serta memperkaya interaksi antara caster dan audiens di era e-sport yang terus berkembang.

<div align="center">مستخلص البحث</div>

صافيانه، ش. ب. (2024) تحليل لغة الترجمة في أسطورة دوري المحترفين في الرياضة الإلكترونية. أطروحة. قسم الأدب الإنجليزي، كلية العلوم الإنسانية، جامعة مولانا مالك إبراهيم الإسلامية الحكومية مالانج. المستشار أوليل فيتريا، ماجستير في الأدب، ماجستير في الأدب. المستشار: أوليل الفطرية ، م. دكتوراه في الطب ، م

الكلمات المفتاحية: الترجمة اللغوية، المعلق الرياضي الإلكتروني، أسطورة الجوال، دوري المحترفين

يهدف هذا البحث إلى تحليل استخدام الترجمة اللغوية في البث الرياضي الإلكتروني، وتحديداً لدى مقدمي برامج دوري أساطير الجوال للمحترفين، باستخدام طريقة نوعية وصفية تتضمن جمع البيانات من تسجيلات الفيديو ونصوص البث. كان التركيز الرئيسي للبحث ينصب على فهم كيفية دمج المذيعين للغات المختلفة، بما في ذلك اللغات المحلية والإنجليزية، في تفاعلاتهم أثناء المباريات. وتظهر نتائج التحليل أن المذيعين يستخدمون الترجمة اللغوية لتحسين التواصل مع الجمهور وخلق جو أكثر حميمية، فضلاً عن أنها تعكس هويتهم الثقافية وقدرتهم على الوصول إلى جمهور متنوع. كما يطبق هذا البحث أيضًا نظرية *فضاء الترجمة اللغوية* التي اقترحها لي وي (2011)، والتي تؤكد على أن فضاء الترجمة اللغوية يتيح للأفراد التواصل بمرونة وإبداع أكبر، مما يسهل تفاعلات اجتماعية أكثر ديناميكية. وتوفر النتائج رؤى حول أهمية الترجمة اللغوية في عالم الرياضة الإلكترونية وتأثيرها على طريقة فهم الجماهير للعبة واستمتاعهم بها. على هذا النحو، يؤكد هذا البحث على الدور الهام الذي تلعبه الترجمة اللغوية في تعزيز تجربة المشاهدة وكذلك إثراء التفاعل بين المذيع والجمهور في عصر الرياضة الإلكترونية دائم التطور.

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CHAPTER I

INTRODUCTION

This chapter present an overview of various research sessions. These include background of the study, research questions, significance of the study, scope and limitation and definition of key term.

A. **Background of the Study**

In the globalization and information technology era, online gaming has become one of the most prominent and pervasive forms of entertainment worldwide. One of the online games that has achieved extraordinary popularity is Mobile Legend. A trendy online game it is a vehicle where players interact and collaborate. The game not only captivates players with its strategic gameplay elements but also because of its global nature, allowing players from different cultural and linguistic backgrounds to interact in one online arena. A phenomenon of particular interest in this context is the use of foreign languages by Mobile Legends players, which often occurs through what is referred to as "translanguaging."

In this game, players often use foreign languages, such as English, Mandarin, or other languages in their communication (Mulya, 2020). This phenomenon attracts attention for further study because it creates unique dynamics in the game (Lestari, 2020). One of the complications in understanding this phenomenon is the lack of an adequate theoretical foundation that explains why players use foreign languages in-game contexts and how this affects their social interactions and gaming

experiences (Reza, 2021). The use of foreign languages by Mobile Legends players has become an exciting phenomenon that raises several vital questions. Why player from various cultural and linguistic backgrounds choose to communicate in foreign languages in this game? How does the phenomenon of translanguanging occur in communication between players? What impact will this have on the gaming experience and social interactions in the game?. Players from various cultural and linguistic backgrounds choose to communicate in foreign languages in these games to enhance their gaming experience and understand various cultural aspects related to the game.

Translanguaging occurs in communication between players when they spontaneously combine a foreign language with their language to create shared understanding and increase collaboration in the game. The impact is a richer gaming experience and better social interaction between players, creating a more inclusive environment and enriching their gaming experience. This research aims to answer these questions by analyzing the translanguaging phenomenon in the context of Mobile Legends. Translanguaging is when individuals use more than one language in one conversation or communication situation (Liwei, 2011). In this context, Mobile Legend players switch between a foreign language and their native language when communicating with viewers in live-streaming broadcasts.

This research seeks to reveal that the Implementation of Translanguaging in the use of foreign languages by Mobile Legend

Casters in YouTube live-streaming broadcasts has a significant impact on interactions with viewers. Translanguaging allows players to integrate a foreign language with their native language, creating a more dynamic and engaging communication experience for international audiences. This research will show that the use of foreign languages in e-sports broadcasts can help attract a larger international audience and create broader marketing opportunities.

In addition, previous research on translanguaging has been conducted by various scholars. First, Wahyudi (2023) explained that the application of translanguaging in expressing emotions is much better using the local language than English. The course material is also more easily conveyed to these multilingual students, which can be concluded that for multilingual speakers, emotions could be better conveyed using their local language. Agustin and Wahyudi (2024) explored Indonesian university students' translanguaging practices, highlighting that it enhances understanding of course materials and fosters positive perspectives toward multilingual learning. Cenoz (2020) explored sociocultural dimensions, unraveling the role of translanguaging in identity formation. Link (2020) delved into cognitive aspects, emphasizing their impact on linguistic flexibility. O'Brien (2019) scrutinized translanguaging in educational contexts, highlighting its potential for fostering inclusive learning environments. El Mahmoed (2020) concentrated on translanguaging strategies in professional communication, noting their effectiveness in

cross-cultural collaboration. Chen (2022) investigated translanguaging practices within multilingual families, revealing negotiation of language boundaries in domestic settings. Riswanto (2022) probed the pedagogical implications of translanguaging in language classrooms, providing insights into effective language instruction. Zhou (2024) analyzed translanguaging in literary texts, dissecting authors' use of multiple languages for artistic expression. Sari (2021) examined translanguaging in digital communication, exposing its role in shaping online linguistic practices. Tsokalidou (2020) explored translanguaging in workplace communication, emphasizing its impact on professional interactions. Rocha Pinto (2020) conducted a cross-disciplinary analysis of translanguaging, underscoring its relevance across fields, beyond its application in language studies.

According to Li (2018) examined the use of multilingual communication in multiplayer games, emphasizing its role in fostering collaboration and problem-solving among players. Kim (2020) analyzed linguistic adaptation strategies in game chat systems, revealing their importance in negotiating team dynamics and building social connections. Chen (2021) explored the use of code-switching among gaming communities, highlighting its function in creating inclusive and supportive virtual spaces. Prastius (2023) investigated the pedagogical applications of language use in educational gaming, demonstrating its effectiveness in promoting language learning and intercultural communication. Lastly, Tanaka (2023) studied the role of gaming jargon and slang in online

interactions, showcasing its contribution to identity construction and community belonging within the gaming culture.

From those previous studies, there are limited research that specifically explores the implementation of Translanguaging theory in the context of the use of foreign languages by Mobile Legend Casters in YouTube live-streaming broadcasts. So far, scientific literature has not explored much about foreign language practices in e-sports with a focus on the Mobile Legend Game. Existing research resources more often discuss technical aspects of the game, strategy, or analysis of player behavior, while the language aspects of live-streaming broadcasts are still less in-depth. The update offered by this research is the implementation of Translanguaging theory in a context that has not been explored much before in the e-sports industry, especially in the Mobile Legends game.

This research delves into the realm of e-sports casting, employing the theories of translanguaging by Ofelia Garcia (2009) and Li Wei (2011) on multilingualism. Garcia's framework is utilized to categorize and understand the translanguaging practices employed by e-sport casters in the Mobile Legend Professional League. Meanwhile, Li Wei's theory aids in dissecting the multilingual dynamics within this context. The analysis takes a sociolinguistics perspective, focusing on the language functions that emerge through translanguaging. The study is particularly intriguing as e-sport casters often navigate through multiple languages to engage with diverse audiences. The Mobile Legend Professional League serves as

the primary object of examination, chosen for its prominence and the widespread interest in e-sports, especially within the gaming community. This research aims to provide valuable insights to readers by shedding light on the intricacies of translanguaging among e-sport casters, unraveling the of multilingualism and its impact on communication within the dynamic space of competitive gaming.

B. Research Questions

The aim of this research is to analyze the translanguaging practices used by e- sports casters during match broadcasts in the Mobile Legend Professional League. Thus, this research seeks to provide a deeper understanding of language practices in the world of e-sports, especially in the context of the Mobile Legend Professional League. More specifically, this research will answer two questions:

1. What type of language is most often used by Mobile Legend players in interactions during the game?
2. How does the Mobile Legend Professional League E-sport Casters implement Translanguaging practices during live match broadcast ?

C. Significance of The Study

This research gives theoretical and practical contributions. From a theoretical perspective, it offers new insights and expands on the understanding of translanguaging practices among e-sport casters in the

Mobile Legend Professional League. By exploring the intricate dynamics of language use, this study provides a comprehensive overview of how e-sport casters employ translanguaging. The findings contribute to the existing knowledge base, enriching the understanding of readers and future researchers interested in exploring similar topics.

Pratically, this study contributes to addressing issues related to translanguaging among e-sport casters. Readers gain a nuanced understanding that the use of multiple languages by casters goes beyond mere communication—it serves various functions such as expressing excitement, disappointment, or responding to humorous moments. This knowledge allows readers to appreciate the diverse emotions conveyed through translanguaging in e-sport casters. Additionally, readers will grasp the contextual nature of translanguaging, understanding how it adapts to different situations and conditions within the Mobile Legend Professional League.

D. Scope and Limitation

This research focuses on the translanguaging practices used by casters in MPL, which include the use of various languages in their comments when communicating e-sports match experiences. However, this study has several limitations. First, this research only limits its analysis to one type of e-sports game, namely the Mobile Legend Professional League. Second, this research does not include the perspective of the players or the audience, focusing only on the perspective of the casters. Additionally, factors such as cultural and regional context may influence translanguaging practices, but this research cannot explore the full complexity of these factors. Nonetheless, this research will makes a valuable contribution to the understanding of linguistic practices in e-sports, and can serve as a basis for further research in this domain.

E. Definition of Keyterms

To prevent misunderstanding, the term used within the research are defined as follows:

1. Translanguaging

- Translanguaging refers to the dynamic and fluid use of multiple languages and language resources by individuals or communities to communicate effectively. It goes beyond traditional language boundaries, allowing speakers to draw upon their entire linguistic repertoire to convey meaning.

2. E-Sport Casters

- E-Sport Casters are individuals who provide live commentary and analysis during electronic sports (e-sports) events. They play a crucial role in enhancing the viewing experience by delivering real-time information, insights, and entertainment to the audience.

3. Mobile Legends

- Mobile Legends is a popular multiplayer online battle arena (MOBA) game for mobile devices. It involves teams of players competing against each other, each controlling a unique hero with specific abilities, in a strategic battle to destroy the opponent's base.

4. Professional League

- The Professional League refers to a high-level competition or tournament in which skilled and professional players participate to showcase their expertise in a specific e-sport, such as Mobile Legends. These leagues often have structured formats, rules, and professional   standards

CHAPTER II

REVIEW ON RELATED LITERATURE

This chapter present the discussion about relevant theories to support this research topic. It will discuss translanguaging and the theory related to it. It involves translanguaging and translanguaging space from Liwei (2011)

A. Sociolinguistics

Sociolinguistics, according to Husdon (1996), is the study of how speakers use language within the broader context of society and social structures. Wardhaugh (2006) defines sociolinguistics as the exploration of the intricate relationship between language and its context within the societal framework. Two pivotal aspects in sociolinguistics are language variation and social context. Examining language variations, including dialects and accents, is essential, and understanding the context involves recognizing the influence of culture on language, highlighting the uniqueness of each society.

Dittmar (1976) characterizes sociolinguistics as the analysis of meaning within the sociocultural setting of speech events. Wilson (2008) further elaborates that sociolinguistics is a field dedicated to scrutinizing meaning in the context of interpersonal interactions. Sociolinguistics aims to unravel the intricate web of intentions behind language use within social communication events, encompassing both explicit and inferred meanings. This discipline can be categorized into four key dimensions: exploration of

speaker meaning, contextual meaning, conveyance of implicit information beyond explicit speech, and investigation of relative distance expression.

Sociolinguistics, as a field of study, plays a pivotal role in understanding the complex language dynamics observed in the e-sports domain, particularly in the context of Mobile Legend Professional League (MPL) commentary. This study aims to apply sociolinguistic principles to scrutinize the phenomenon of translanguaging among e-sports casters, shedding light on how language variations unfold within this specific socio-cultural setting. Translanguaging, the seamless use of multiple languages or linguistic resources, becomes a key focus, and sociolinguistics provides the theoretical framework to explore the social factors influencing these language practices.

Within the sociolinguistic perspective, this research endeavors to analyze the speaker meaning and contextual meaning embedded in the language choices of e-sports casters during MPL broadcasts. The study acknowledges that the linguistic practices of casters are not isolated but shaped by the social dynamics surrounding the e-sports community. Through this lens, sociolinguistics aids in unraveling the implicit information transmitted beyond explicit speech, offering insights into how linguistic choices contribute to the construction of meaning and identity within the e-sports commentary realm.

In addition, sociolinguistics provides a lens to investigate expressions that convey relative distance among e-sports casters. In the MPL setting, understanding how casters navigate language variations is crucial for deciphering the social hierarchies, professional relationships, and cultural influences at play during live broadcasts. The analysis of these linguistic nuances contributes to a nuanced comprehension of the socio-cultural landscape within the e-sports commentary domain, aligning with the overarching goal of the research.

The application of sociolinguistic principles in the analysis of translanguaging among e-sports casters in the Mobile Legend Professional League enriches our understanding of the intricate language dynamics within this specific context. By exploring speaker meaning, contextual meaning, and expressions conveying relative distance, sociolinguistics provides a comprehensive framework to dissect the social and cultural factors influencing language practices in e-sports commentary, thereby contributing valuable insights to the broader field of linguistics.

B. Translanguaging

In this study, a sociolinguistic approach is employed to delve into speaker meaning, contextual meaning, the transmission of implicit information beyond explicit speech, and the exploration of expressions that convey relative distance. The primary focus of this research centers on the linguistic practices of e-sports commentators, particularly in the realm of translanguanging within the Mobile Legend Professional League. By

incorporating Ofelia Garcia's (2009) sociolinguistic theory, the aim of this study is to comprehend how commentators navigate language variations during matches, while also investigating the impact of social and cultural factors on their language choices during broadcasts.

The study acknowledges the evolving nature of language within the digital landscape and the unique communication styles that have emerged in online gaming communities. E-sports commentators in the Mobile Legend Professional League often incorporate gaming jargon, memes, and internet slang into their commentary, creating a distinctive linguistic environment. This additional layer of linguistic analysis aims to explore how these digital communication elements contribute to the overall language practices of commentators and enhance the connection with the gaming community. By delving into the interplay between traditional sociolinguistic factors and the digital language trends specific to e-sports, this research seeks a holistic understanding of the complex linguistic fabric that defines the commentary style in the Mobile Legend Professional League, thereby contributing valuable insights to the broader field of sociolinguistics.

Additionally, the application of Liwei's (2011) theory on translanguaging space enriches the sociolinguistic analysis in this research. This theory extends the exploration of language use beyond individual communication, emphasizing the communal and spatial dimensions of translanguaging. Liwei's framework provides a nuanced perspective on

how language variations, including translanguanging, unfold in specific social and cultural spaces, contributing valuable insights to the comprehensive understanding of language dynamics in the context of Casters Mobile Legend Professional League .

C. Translanguaging Space

Li Wei's Translanguaging Space theory, proposed in 2011, offers an in-depth perspective on how the simultaneous use of multiple languages can impact and shape communication experiences. Li Wei argues that translanguaging is not merely about mechanically combining languages but about how individuals create and utilize dynamic language spaces to communicate effectively. In this context, translanguaging creates a space where different languages interact and contribute to a shared understanding.

According to Li Wei, Translanguaging Space refers to the context in which language users can access and utilize all their linguistic resources flexibly. This means that individuals can blend elements from various languages to achieve better communication goals. In a Translanguaging Space, languages are not viewed as separate entities but as interconnected elements that form a richer and more complex communicative experience.

Those various aspects mentioned by Li Wei (2011), have their own understanding regarding to how they can possibly contribute in forming translanguaging space. They are shown in paragraphs below.

In Li Wei's (2011) research, the term **"environments"** refers to the physical and social contexts in which the study participants live and interact. This highlights how cultural, social, and geographical factors can significantly influence their language use and behaviors. Two of the participants had lived in Britain since birth, while one moved to Britain at the age of 15. Their respective environments have notably affected their proficiency in both English and their native language (Mandarin or Cantonese). One participant, who was born in Britain, was taught Mandarin by his parents from a young age, but he primarily uses English with his brother and Chinese friends. Conversely, the participant who moved from mainland China at 15 years old, and thus was not born in an English-speaking country, possesses high literacy in Chinese and limited English writing skills, despite speaking English fluently and sounding like a native speaker.

Another study by Li Wei and Ho (2018) also demonstrated the impact of environment on language behavior. The study highlighted George, an English teacher from Australia working in China, who eventually became proficient in Chinese due to his immersion in a Chinese-speaking environment. His significant exposure to Chinese particularly through listening and speaking came from his work environment, personal tutor, and the use of the Memrise app to learn vocabulary in context.

According to Li Wei (2011), **"attitudes, beliefs, and ideologies"** play a significant role in shaping how study participants wish to be seen. They all aspire to be recognized as multilingual or bilingual and are unwilling to restrict themselves to using only Chinese or only English. Instead, they actively seek out opportunities to use their multilingual skills for both personal and social advantages. This suggests that individuals' attitudes, beliefs, and ideologies can influence their perceptions, thoughts, and behaviors regarding language use. Despite living in an environment that promotes monolingual ideologies, these three young Chinese students embrace their multilingual identities and are comfortable with being multilingual rather than monolingual.

Another study by Li Wei & Zhu (2013) presents an example of Chinese university students who feel that they are no longer tied to a specific region in China. Instead, they identify as Chinese students at a university in London. They have moved beyond thinking about where they come from and focus more on where they are now. It's not just about mixing languages, but also about how they perceive themselves. They want to show that they are not confined to a single identity and that their identity is flexible.

Based on Li Wei's (2011) research on the translanguaging space created by three Chinese youth in London, it is evident that their **"personal histories experience"** significantly influence their language behaviors. All three participants come from Chinese families and are able

to speak both Cantonese and Mandarin. However, there are variations in their Mandarin literacy levels: only one participant has a high proficiency in reading and writing Chinese, while the other two face challenges in reading, writing, and speaking both Mandarin and Cantonese. One of these participants is even still enrolled in a Mandarin class. Despite their Chinese heritage and diverse experiences with Mandarin and Cantonese, all participants are proficient in English.

Basically, Li Wei (2011) defines "translanguaging space" as both a space where translanguaging occurs and a space that is shaped by the act of translanguaging. The concept is explored from two perspectives: one views it as the physical or social environment where translanguaging happens, and the other sees it as a space generated through the practice of translanguaging. This suggests that translanguaging not only arises within a space but also actively contributes to the creation of that space.

Further, Li Wei (2011) suggests that translanguaging space encompasses two key concepts vital to multilingual practices: **creativity and criticality.** In this context, creativity refers to the ability of individuals to challenge and redefine traditional norms or boundaries, particularly in language use. It grants the freedom to make choices and decide whether or not to adhere to established rules, enabling a flexible approach to language that transcends conventional limitations. Criticality complements creativity by encouraging individuals to question and reflect on their language choices, considering the cultural and social contexts

rather than accepting them at face value. It involves forming thoughtful perspectives on cultural, social, and linguistic issues.

Creativity and criticality are deeply intertwined, as these concepts are closely linked. True creativity cannot exist without a critical mindset. Li argued that to be creatively innovative, one must take a critical stance toward established norms, and the most effective expression of critical thinking often emerges through creative endeavors.

In the e-sport world, particularly in professional leagues like Mobile Legends, the concept of Translanguaging Space is highly relevant. E-sport casters often use multiple languages simultaneously to explain game strategies and interactions between players. For example, they might use technical terms from English alongside explanations in the local language. This creates a space where English and the local language interact to provide a more comprehensive explanation to the audience.

E-sport casters in professional league Mobile Legends frequently operate in multilingual contexts. They need to explain technical terms and game strategies that might not have direct equivalents in the local language. By using translanguaging, casters bridge this gap by employing English for technical terms and the local language for deeper explanations. This creates a space where different languages work together to convey information effectively.

Additionally, the use of Translanguaging Space by e-sport casters has significant implications for the audience. By combining international

and local languages, casters ensure that explanations and information are more accessible to a diverse viewership. This not only enhances accessibility but also enriches the viewing experience, as audiences can better follow the game and strategies.

The Mobile Legend Professional League (MPL) is one of the leading e-sport events that attracts the attention of many fans around the world. In this context, the casters play an important role in conveying information and livening up the match atmosphere to the audience. This research aims to analyze the translanguaging practices used by the casters when presenting matches in MPL, focusing on how they incorporate various languages, including foreign languages, to enhance audience understanding and engagement. Through this analysis, it is expected to identify the communication patterns and language strategies employed by the casters, which contribute to a richer and more interactive viewing experience.

The casters in this research are all multilingual individuals from various countries around the world, young adult men aged 24-25, and proficient in English as their foreign language. Mirko, a well-known Indonesian multilingual caster in the e-sports community, is a 24 year old male from Jakarta, the capital city of Indonesia. He is fluent in English, which he frequently uses during his casting sessions, especially when delivering technical terms or engaging with international audiences. In his

daily life, Mirko predominantly speaks Indonesian, particularly when interacting with local players and fans. Additionally, he is conversant in Betawi, the regional language of Jakarta, though he uses it primarily in informal settings with family and close friends. His ability to seamlessly switch between these languages makes him a prime example of effective translanguaging in the context of e-sports commentary.

The second caster, GideonQ is 25 years old and is from the Philippines, specifically from Manila. GideonQ mentioned that he frequently uses English as a communication tool, especially during his casting sessions and when engaging with his international audience. Being immersed in the global e-sports scene has made his use of English more natural and fluent. Despite his proficiency in English, he continues to use Filipino to communicate with his family and friends, occasionally mixing it with Tagalog in more informal settings.

The third caster, Aeterna, a 24 year old caster from Australia, is highly proficient in English, given his background in broadcasting and gaming. He frequently uses English during his casting sessions and when engaging with the international e-sports community. Despite his fluency in English, Aeterna regularly communicates in Australian English with his family at home. Occasionally, he switches to using slang or colloquial terms unique to his region when interacting with his friends and colleagues, who are familiar with these expressions.

The last caster, Arashi, a 25-year-old caster from Malaysia, is fluent in English, largely due to his exposure to international gaming communities and English-language media. Unlike some of his peers, Arashi's proficiency in English was not significantly influenced by his immediate environment but rather by his deep engagement with global e-sports and online content. He frequently uses English during his casting sessions and when interacting with an international audience. At home, Arashi communicates in Malay and occasionally uses English with friends who are familiar with the language.

CHAPTER III

RESEARCH METHOD

This chapter contains information about the research method consisting of research design, research instrument, data and data source, data collection, and data analysis.

A. Research Design

This research uses qualitative descriptive methods to gain a deeper understanding of a particular phenomenon. Qualitative methods aim to describe and give meaning to a problem or phenomenon in detail (Creswell, 2017). In data collection, qualitative methods tend to be in the form of words or images rather than numbers (Creswell, 2017). In addition, this research is carefully designed to gain in-depth insights into the translanguaging phenomenon in the casters' comments in MPL.

The data used are video recordings of MPL matches and transcripts of the casters' comments during the matches. The researcher used Liweii's (2011) translanguanging space theory to combine text analysis (transcripts) and visual analysis (video recordings of matches) in order to understand the communication practices of the casters and how it affects the audience experience.

This comprehensive research design is designed to provide a comprehensive understanding of the use of language in the world of e-sports and its impact on social interaction and audience experience.

B. Data and Data Source

The data for this research is obtained from utterances, words, and sentences containing various types of language variations by Mobile Legends Professional League (MPL) casters in live video recordings on YouTube MPL INDONESIA. This data is specifically taken from three live videos: the first video titled "LIVE MPL ID S12 Playoffs Day 1 English" (https://www.youtube.com/live/yohdtasd7vc?si=kj-O0-jSNx0w8WZ1), the second video titled "LIVE MPL ID S12 Playoffs Day 3 English" (https://www.youtube.com/live/ywsLkRMIYsw?si=ZzZ04o1J_5xN-hZR), and the third video titled "LIVE MPL ID S12 Playoffs Day 4 English" (https://www.youtube.com/live/0_KX8iB_hY4?si=05wJ9l-A39xd9LS6). The selection of casters for analysis includes well-known MPL casters such as Mirko, GideonQ, Aeterna, and Arashi, who are recognized for their contributions to the professional Mobile Legends scene.

The decision to select these three videos was based on the variety of languages used by MPL casters during the matches. The analysis focused on the types of language, including translanguaging that appeared in conversations during the match.

In addition this research will provide a deeper contextual understanding of the intentional language choices and translanguaging strategies employed by casters during broadcasts. With a combination of video data and language analysis this research aims to make a significant

contribution to the understanding of the language used by casters in the Mobile Legends Professional League. Through this research it is hoped to reveal distinctive language patterns and dynamics in the context of Mobile Legends Professional League.

C. Research Instrument

The research instrument of this study is the researcher herself because the researcher becomes a human instrument in analyzing the data. As the main instrument, the researcher collects and analyzes image transcript data in the form of utterances or words containing type translanguanging by MPL Casters in YouTube broadcasts. Researchers search, observe, listen, identify, classify, and conclude the research results themselves.

D. Data Collection

The initial phase involves acquiring the Mobile Legends match session videos from the dedicated YouTube channel, MPL Indonesia. Following successful downloads, the subsequent step necessitates a direct observation of the aforementioned YouTube channel to discern instances of translanguaging occurrences within the Mobile Legends match sessions. This observation entails meticulous scrutiny to detect situations characterized by the concurrent or sequential use of multiple languages within a singular communication context. Lastly, to compile a comprehensive dataset, it's crucial to capture screenshots of caster comments throughout the Mobile Legends matches. This entails attentive monitoring and screenshotting of a diverse range of caster comments made

during the matches. These meticulous steps serve as the foundational process for gathering requisite data essential for conducting an in-depth analysis concerning the Mobile Legends match sessions and the intricate patterns of language usage within this particular context.

E. Data Analysis

The analysis data in this research is a crucial stage in understanding the translanguaging practices carried out by casters in the Mobile Legend Professional League (MPL). The initial stage of this analysis is the data classification process which includes video recordings of MPL matches along with comments submitted by the casters. This classification allows identification of the variety of languages used, language changes that occur, as well as translanguaging patterns that emerge during the game. Data is carefully collected and grouped according to relevant language aspects, such as the use of words, phrases or sentences in the different languages spoken by the casters.

Next, in the video analysis stage, one important theories are used as the main basis, namely the theory Li Wei. Video analysis is carried out by referring to the theoretical framework of these one theories. Liweii theory directs the focus to the practice of translanguaging as a form of fluency in the use of various languages that can transcend the boundaries of a single language. In addition Li Wei's theory provides insight into a more complex approach to language alternation and more fluid use in communication

situations. Careful video analysis was conducted to identify, describe, and explore aspects of translanguaging visible during the casters' comments.

The final stage of analysis is drawing conclusions. In this stage, a findings from data classification and video analysis was carried out to develop a comprehensive view of translanguaging practices in the context of e-sports, especially in the Mobile Legend Professional League. The conclusions resulting from this data analysis aim to provide a deeper understanding of the impact and implications of translanguaging practices in social interactions, audience experiences, and communication dynamics in the world of e-sports, and how this can shape and influence the role of language in MPL matches in general. Additionally, data display is analyzed using numerical codes for easier reference and categorization throughout the analysis.

CHAPTER IV

FINDINGS AND DISCUSSIONS

This chapter present the research findings and discussion. This chapter aims to answer the research questions about types of languages used by casters Mobile Legends Professional League (MPL) and Implementation translanguaging practices by E-Sport casters on youtube MPL INDONESIA. The data anlyze based on Translanguaging Space theory by Liwei (2011).

A. Findings

In this section, the researcher presents the results of data analysis based on the types of language used by four casters in the MPL matches on the MPL Indonesia YouTube channel and the implementation of translanguaging practices during live match broadcasts. The analysis reveals 29 instances of translanguaging, showcasing various forms of language use by MPL casters as categorized under the translanguaging space theory by Li Wei (2011). The types of language identified include local language, popular terms, English phrases or words, and game-specific terms. These results are organized and presented in the tables below.

1. Local Language

1.1. Local Language as a Bridge of Connection in MPL Esports

In the realm of MPL, the use of local languages plays a crucial role in enhancing the connection between players and their audience. By communicating in the native tongue, casters and players create a more

relatable and immersive experience for fans, fostering a sense of community and belonging. This localized approach not only makes the matches more engaging but also promotes regional cultures and expressions, allowing diverse audiences to fully appreciate the nuances of gameplay and strategy. Ultimately, the integration of local language enriches the esports experience, bridging gaps and bringing players and fans closer together.

The language used in Mobile Legends, both globally and internationally, reflects unique characteristics found exclusively within the game's ecosystem. Terms such as "noob," "rotation," "buff," "pro," and "meta" have become a universal language understood by all Mobile Legends players, regardless of their cultural or linguistic backgrounds. These terms not only serve as tools for communication among players but also help build a collective identity within the Mobile Legends community. Each term has its specific type and context of use, such as "ultimate," which refers to a hero's strongest ability, or "pro," which describes highly skilled players. This language creates a translanguaging space that enables players from diverse backgrounds to interact effectively within the game, ensuring more efficient communication and better-coordinated gameplay.

Table 1.1 Local language types used by E-Sport Casters Mobile Legend

Professional League on YouTube broadcasts

Local Language
• Santuy : Relaxed or unhurried.
• Gas : The urge to attack or advance.
• Nge-push : To press or push (usually in a specific lane).
• Bantai : To defeat by a landslide.
• Tarik ulur : A back-and-forth strategy to test an opponent's strength.
• Kacau : To disrupt the opponent's formation or strategy.

As shown a the table above, in the world of Mobile Legends esports, local language terms such as *"santuy," "gas," "nge-push," "bantai," "tarik ulur," and "kacau"* enrich the commentary provided by casters. These expressions not only convey specific gameplay actions and strategies but also reflect the cultural nuances of the gaming community. For example, *"santuy"* denotes a relaxed approach, while *"gas"* emphasizes the urgency to attack, providing clarity and immediacy to the match dynamics. Terms like *"nge-push"* and *"bantai"* describe tactical maneuvers and victories, making the gameplay more relatable to fans. Additionally, *"tarik ulur"* captures the strategic back-and-forth, and "kacau" highlights disruption tactics. By incorporating these local phrases, casters enhance audience engagement, create a vibrant atmosphere, and foster a sense of identity

among players and fans, making the esports experience more immersive and enjoyable.

Datum 1

Mirko: "Alright, Team A is setting up for a big play here. They're looking to secure Lord, but Team B is still *santuy*, holding their ground. They might be planning a counterattack."

Mirko: "Exactly! If Team B doesn't contest this Lord, they'll be in trouble. But if they can *bantai* Team A in this fight, it could turn the game around. This next move is going to be crucial."

In the MPL caster conversation above, the use of the word *"santuy "* reflects the use of local language that is often found in the gaming community, especially among Mobile Legends players in Indonesia. *"Santuy"* itself is slang derived from the word *"santai,"* which means calm or unhurried. This word is used to describe a situation where Team B chooses to remain calm and unhurried despite pressure from Team A. It has become part of the local identity in the

gaming community as it reflects a more casual and familiar style of communication.

The use of *"santuy"* in caster comments aims to create a more relaxed and relevant atmosphere for the local audience. The casters use this kind of slang to be more accessible to the audience, especially since the MPL audience is dominated by young people who are familiar with these words. In this context, "santuy" highlights that Team B did not panic in the face of Team A's attack, giving the impression that they still have good control and strategy.

In addition, the function of using *"santuy "* language is to strengthen the emotional connection between the caster and the audience. By using the local language among communities from different countries, the caster appears closer and as if they are part of the audience themselves. This helps to strengthen audience engagement, as they feel that the caster understands the culture and language they are used to, thus creating a more interactive and engaging commentary.

Datum 2

Arashi: "Alright, look at Team A now, they're really starting to *ngepush* the mid lane hard. They're not giving Team B any room to breathe!"

Arashi: "Exactly! But Team B is trying to regroup. If they don't, things are going to get *kacau* really quickly. They need to find a way to stop this push before it's too late."

In the caster's commentary during the MPL match, the use of the terms *"ngepush"* and *"kacau"* exemplifies the incorporation of local language commonly found in the Mobile Legends community in Indonesia. *"Ngepush"* is derived from the English word *"push,"* which in the game context means applying pressure on a lane to advance towards the enemy base. This term has been adapted into everyday slang by the gaming community, with the prefix "nge-" being a typical feature of informal Indonesian language. Meanwhile, *"kacau"* means chaotic or out of control and is used to describe situations where a team's strategy fails, resulting in disorder within the game.

The use of *"ngepush"* and *"kacau"* in caster commentary aims to make it easier for the local audience to understand the game's dynamics. These terms are highly familiar to both players and viewers of Mobile Legends, especially in Indonesia. By using well-known terms, casters can explain tactics and in-game situations more efficiently and directly without resorting to formal language that might sound too rigid. This also creates a more relatable and engaging atmosphere, fostering a stronger connection with local viewers.

Additionally, the use of local terms like *"ngepush"* and *"kacau"* serves to create inclusive communication for audiences from diverse backgrounds. While these terms originate from Indonesian, the concepts of *"push"* and *"kacau"* are universal in gaming, so viewers from other countries who are familiar with game terminology can still understand the casters' intent. By blending local language with international terms, casters can reach a broader audience without losing their cultural identity, making their commentary appealing to both local and global viewers.

Datum 3

Arashi: "Looks like Team A is setting up for a big play, but Team B is playing a strong defensive game. They're really good at the *tarik ulur* strategy here."

Arashi: "Right, and this is where the game can get really intense. If Team B continues to execute their *tarik ulur* perfectly, they could gain a significant advantage."

In the caster's commentary during the MPL match, the use of the term *"tarik ulur"* describes a common strategy in Mobile Legends, particularly in competitive play. "*Tarik ulur"* is an Indonesian phrase that literally means "pull and release," but in the context of the game, it refers to the back-and-forth strategy of balancing aggression and defense. Teams that use this tactic will push forward to pressure their opponents, then pull back to avoid overcommitting or falling into a counterattack. This term has become part of everyday language in the Indonesian gaming community because it effectively describes a frequently used strategy in the game.

The use of the *"tarik ulur"* phrase by casters in their commentary serves to help local viewers easily understand the strategy being executed. As a major market for Mobile Legends, Indonesian viewers are highly familiar with this term. Therefore, casters choose a well-known term so that the audience can quickly grasp the flow of the match without having to think too much. Additionally, using local language in commentary creates a more relatable and engaging atmosphere for the audience, making them feel more connected to the ongoing match.

Another function of using local terms like *"tarik ulur"* is to bridge communication between local and global audiences. While the phrase originates from Indonesian, the concept behind the *"tarik ulur"* strategy is easily understood by gaming communities worldwide. In international tournaments like MPL, the mix of local and global language helps casters convey game strategies in a universal way while maintaining a local identity. This allows viewers from different cultural backgrounds to stay connected to the match, whether they are local or global fans.

Datum 4

Aeterna: "Alright, Team A is setting up for a big play here. *Mereka sudah siap, tinggal tunggu moment yang pas* do they **gass in** now, or wait for the perfect opportunity?"

In the caster's commentary during the MPL match, the use of the term *"gass in"* illustrates how local language is adapted and used in the context of Mobile Legends. *"Gass in"* comes from the word "gas," which in Indonesian slang means to accelerate or move quickly, and in this context, it refers to the decision to attack aggressively. This term is very common among Mobile Legends players and viewers, describing situations where a team needs to act swiftly to capitalize on the momentum.

The use of the term *"gass in"* in the caster's commentary aims to create a dynamic and energetic atmosphere. By using slang that is already familiar to the audience, casters can more easily explain the strategies being executed. This term fosters a sense of connection between the casters and the viewers, adding an

element of familiarity to the commentary. Audiences who are familiar with the term feel more engaged and can follow the flow of the match more effectively.

Additionally, the use of *"gass in"* also serves to bridge communication between local and global audiences. While this term originates from Indonesian slang, the concept of launching a quick or aggressive attack can be understood by gaming communities from various countries. This allows casters to convey their intentions in a universally relatable manner while still maintaining a strong local identity. Thus, commentary that includes local terms like "gass in" can attract the attention of viewers from diverse backgrounds, creating a deeper connection in the context of international gameplay.

1.2. Implementation Translanguaging of Local Language

In the conversation between Mirko, Arashi, and Caster 2, translanguaging is effectively used as the casters switch between English and Indonesian gaming terms like *"santuy", "ngepush, "bantai", "tarik ulur", and "kacau".* This blending of languages enhances communication and engagement, making the commentary more relatable to local audiences while maintaining a global appeal. When Mirko says, "Team B is still "santuy" he combines a local term that implies relaxation with English analysis, ensuring that Indonesian-speaking viewers can connect emotionally while understanding the game's pacing. Similarly, when the casters discuss pushing strategies using "ngepush" or how Team B must avoid chaotic situations with "kacau" these localized expressions are seamlessly

incorporated into the broader tactical analysis, highlighting the strategic balance of both languages.

Moreover, this implementation of translanguaging serves to bridge the cultural gap between gaming terms and local slang, enriching the overall commentary. The use of *"tarik ulur"*, for instance, adds a layer of cultural depth to the discussion of back-and-forth strategies, making it a concept that resonates more deeply with the local audience. By combining local language terms with English, the casters not only maintain the technical clarity of the game's mechanics but also provide culturally nuanced commentary. This fluid movement between languages allows the casters to engage both local and international audiences, creating a unique blend of strategic analysis and cultural relevance that enhances the overall viewing experience in the Mobile Legends Professional League.

According to Li Wei (2011), a translanguaging space is a realm where individuals creatively utilize their full linguistic repertoire to communicate and express ideas. In the conversation between Mirko, Arashi, and Caster 2, creativity is evident in how they integrate gaming terms like "ngepush" or "tarik ulur" into English commentary. This demonstrates their ability to craft communication that is not only informative but also engaging. By blending local language imbued with cultural significance and global technical terms, the casters enrich their commentary with unique and relevant elements. Translanguaging here serves not merely as a tool for communication but as a medium to create a new linguistic space that accommodates creative expressions in the context of e-sports.

Translanguaging space also fosters the development of critical thinking skills, as described by Li Wei (2011). In the conversation, the casters critically leverage linguistic elements to convey strategic game analysis effectively. For instance, when Mirko uses the term "santuy" to describe Team B's relaxed approach, he provides not just a situational description but also emphasizes how the game's tempo is perceived by local audiences. Similarly, terms like "kacau" are employed to deliver deeper insights into disorganized gameplay. By combining local and global perspectives, the casters encourage the audience to understand strategic dynamics from a broader viewpoint while considering specific cultural contexts. This creates a translanguaging space where thoughtful analysis and inclusive communication thrive, enhancing the viewing experience with depth and reflection.

2. Pupular Terms

2.1. Popular Terms as a Bridge of Connection in MPL Esports

In the realm of Mobile Legends Professional League, the use of popular terms plays a crucial role in enhancing the connection between players and their audience. By incorporating widely recognized phrases like "noob," "pro," and "AFK", casters and players create a more relatable and dynamic experience for fans, making the gameplay easier to follow and understand. These terms, both in English and popular terms, help communicate complex strategies and in-game actions quickly and effectively. The integration of such popular terms not only enriches the viewing experience but also fosters a shared language among the community, bridging the gap between casual viewers and seasoned players.

Table 2.1 Types Language of Popular Terms used by E-Sport Casters Mobile

Legend Professional League on YouTube broadcasts

Popular Terms
• Noob : New or less experienced players
• Pro : Professional or highly skilled players.
• AFK (Away From Keybord) : Players who are inactive or have left the game.
• MVP (Most Valuable Players) : The player who contributes the most to a match.
• GG (Good Game) : An expression of appreciation for a good match.
• OP (Over Powered) : A character or ability that is considered too powerful.
• Jebait : Trapping an opponent with a ruse.
• Tilt : Loss of focus or emotion that affects the game.

As shown table, in Mobile Legends several popular terms are frequently used to describe players, game situations, and strategies. "Noob" refers to inexperienced players, while "Pro" denotes highly skilled or professional gamers. Players who are inactive during a game are called "AFK" (Away From Keyboard), and the standout player who contributes the most to a match is awarded the "MVP" (Most Valuable Player). After a well-played match, players often say "GG" (Good Game) as a sign of sportsmanship. Some characters or

abilities are considered "OP" (Over Powered) when they dominate the game unfairly. In terms of strategy, a "Jebait" is used to describe a deceptive trap set to mislead opponents, while "Tilt" refers to a player losing focus or becoming overly emotional, which negatively affects their performance. These terms are essential in understanding the dynamics of esports gameplay.

Datum 1

Mirko: "Here we go! Team A is about to engage. Look at that positioning *mereka siap buat **jebait*** Team B into a bad fight!"

Mirko: "Exactly! *Kalau sampai kena **jebait**,* it's game over. But look at Player X on Team A, *dia benar-benar* the ***most valuable player*** in this match, *dengan* positioning and crowd control yang perfect."

In the caster's commentary during the MPL match, the use of the terms "jebait" and "most valuable player" (MVP) illustrates how popular language and foreign terminology are utilized in the context of Mobile Legends. The term "jebait" is derived from the English word "bait," which means to lure an opponent

into a disadvantageous situation. In the gaming world, this term describes tactics where one team tries to entice the opposing team into an unfavorable position, allowing them to defeat their opponents more easily. Meanwhile, "most valuable player" is an international term used to refer to the player who has the most significant impact on a match.

The use of the terms "jebait" and "MVP" in caster commentary aims to make game analysis more engaging and easier to understand for the audience. The term "jebait" provides a familiar popular nuance for Indonesian viewers, while "MVP" is a well-known term recognized worldwide. By combining these two terms, casters can explain game situations and strategies more efficiently and attractively, creating a more lively atmosphere for viewers.

Additionally, the use of these terms serves to bridge communication between local and global audiences. By using local terms like "jebait," viewers from Indonesia can feel more connected to the commentators, while international audiences can understand the term "MVP." This creates an inclusive atmosphere and supports the connection between viewers from diverse backgrounds. Casters use popular language and foreign terminology to create a richer viewing experience and make their analyses more relevant to a broad audience.

Datum 2

GideonQ: "Alright, it looks like Team A is pushing aggressively, but wait one of their players is *AFK*! This could be a huge disadvantage for them right now."

GideonQ: "Exactly! If Team B capitalizes on this, they could make a serious comeback. But, Team A still has a chance if they regroup quickly. This is a critical moment. Either way, we're in for a ***good game***."

In the caster's commentary during the MPL match, the use of the terms "AFK" (Away From Keyboard) and "good game" illustrates how popular terminology in the gaming world is adapted and utilized in the context of Mobile Legends. "AFK" refers to a situation where a player is inactive or not in front of their screen during gameplay, which can lead to their team facing a disadvantage due to a lack of players. On the other hand, "good game" is a phrase commonly used at the end of a match as a form of respect towards opponents, regardless of the outcome.

The use of the terms "AFK" and "good game" in caster commentary aims to provide a clearer understanding of the game's situation for the audience. The term "AFK" is a widely recognized acronym in the gaming community, so when casters mention it, viewers can immediately grasp the impact of a player being inactive. Meanwhile, the phrase "good game" fosters a positive and sportsmanlike atmosphere in competition, indicating that despite the tensions in the match, the spirit of sportsmanship is still upheld.

Additionally, the use of these terms serves to bridge communication between local and global audiences. Although "AFK" is a term derived from English, its usage has become universal among gamers worldwide, including in Indonesia. Similarly, the phrase "good game" is widely understood and helps create a positive connection between players and viewers from various backgrounds. By incorporating these popular terms, casters can convey their analyses and commentary in a more relevant and comprehensible manner, enhancing the viewing experience for a diverse audience.

Datum 3

Aeterna: "Exactly! That's the difference between pros and those who can't handle the pressure. Team A is staying calm and collected, while Team B is clearly *tilting.* If they don't get their heads back in the game, this could be over quickly."

Aeterna: "Yes, and that's what makes a *pro* team stand out they don't let emotions take over. Team B needs to refocus and remember why they're here. If they keep *tilting*, though, they're going to hand this game to Team A on a silver platter."

In the caster's commentary during the MPL match, the use of the terms "pro" and "tilting" reflects how popular language in the gaming world is adopted and utilized in the context of Mobile Legends. The term "pro" refers to professional players who possess high skills and experience in gaming, while "tilting" describes the negative emotional state a player experiences when they start to lose control of the game, often following a series of defeats or critical

mistakes. In such situations, players who are "tilting" tend to make poor decisions and perform below their potential.

The use of the terms "pro" and "tilting" in caster commentary aims to provide deeper insights into the dynamics of the game for the audience. When the caster refers to "pro," they highlight the team demonstrating excellent skills and strategies, helping the viewers understand the difference between professional players and less experienced ones. On the other hand, the term "tilting" helps the audience recognize that emotions and pressure can significantly impact a team's performance, emphasizing the importance of mental resilience in competition.

Moreover, the use of these terms also serves to bridge the communication gap between local and global audiences. Although the term "pro" originates from English, its usage has become widespread among gamers worldwide, including in Indonesia. Similarly, the term "tilting" has been widely adopted in the international gaming community. By incorporating these popular terms, casters can deliver their analyses and commentary in a manner that is both relevant and easy to understand, creating a more engaging viewing experience for audiences from diverse backgrounds.

Datum 4

Arashi: "Look at how Team A is playing right now. They're totally dominating the map, and I have to say, their new hero pick is looking a bit ***overpowered****!"*

Arashi: "Exactly! *Dengan hero yang* **overpowered** seperti ini, Team B harus cari cara buat counter, or it's game over. *Kalau nggak, mereka bisa kalah cepat,* no matter how well they play."

In the caster's commentary during the MPL match, the use of the term "overpowered" reflects how popular language in the gaming world is adapted and utilized in the context of Mobile Legends. This term refers to a situation where a hero or character in the game is considered too strong compared to others, creating an imbalance in gameplay. In this context, the caster highlights how the new hero picked by Team A provides them with a significant advantage, making it challenging for Team B to compete.

The use of the term "overpowered" in the caster's commentary aims to explain the ongoing situation more clearly to the audience. When the caster mentions a hero that is "overpowered," they draw the audience's attention to a key

factor influencing the match's outcome. This term provides context about a particular hero's strength, helping viewers understand the strategy employed by Team A and the challenges faced by Team B.

Additionally, this term serves to build effective communication between local and global audiences. Although the term "overpowered" originates from English, its usage has become common among gamers worldwide, including in Indonesia. By using this term, the caster can convey their analysis in a way that is relevant and easy to understand, creating a more engaging viewing experience for audiences from diverse backgrounds. The use of such terminology also emphasizes the importance of balance in the game, encouraging discussions among viewers about current strategies and game meta.

2.2 Implementation Translanguaging of Popular Terms

In the dynamic commentary of Mobile Legends, the implementation of translanguaging through popular terms creates an engaging experience for viewers. Casters like Mirko and Caster 2 seamlessly blend English and Indonesian terms, enhancing the commentary's relatability and clarity. For instance, when Mirko refers to a player's positioning and uses the term "jebait", he effectively communicates the tactical deception Team A is trying to execute. This use of local language enriches the commentary by providing cultural context, allowing fans to connect more deeply with the action on-screen while also ensuring that international audiences can grasp the strategies being discussed.

The conversation also highlights the importance of emotional and situational awareness in gameplay through terms like "tilt" and "noob". Caster 2 mentions that Team B could end up looking like "noobs" if they fail to recover from their mistakes, a term that resonates with both seasoned players and casual fans. The use of "tilt" further emphasizes the psychological aspect of competitive gaming, suggesting that losing focus can significantly impact a team's performance. By integrating these terms, the casters create a narrative that reflects the high stakes of the match, making it easier for viewers to understand the pressure faced by the players.

Additionally, the discussion of gameplay mechanics incorporates other popular terms such as "AFK", "MVP", and "OP". When GideonQ notes that a player is "AFK", it immediately conveys the gravity of the situation, while Aeterna emphasizes the performance of the "MVP", illustrating the pivotal role of key players in determining the match's outcome. The term "OP" is also crucial when discussing hero balance in the game, indicating how certain characters can dominate gameplay. This strategic use of translanguaging through popular terms not only enhances the commentary but also helps bridge the gap between different language speakers, creating a more inclusive environment for all viewers in the Mobile Legends community.

Li Wei (2011) describes translanguaging space as an arena where individuals creatively use their linguistic resources to produce meaningful and innovative communication. In the context of Mobile Legends commentary, the casters' integration of popular terms like "jebait," "AFK," and "MVP" reflects this

creativity. By blending these gaming terms with localized expressions, the casters generate a hybrid linguistic style that resonates with both local and global audiences. For example, when Mirko uses "jebait" to describe a tactical deception, he creatively bridges complex gaming strategies with accessible terminology, ensuring clarity and engagement. This creative approach not only enhances understanding but also adds a layer of entertainment, transforming the commentary into a vibrant and culturally rich experience.

Translanguaging space, as explained by Li Wei (2011), also encourages critical engagement with language and content. The casters demonstrate critical thinking by selecting terms like "tilt" and "noob" to frame the psychological and technical aspects of gameplay. These terms are not used arbitrarily; instead, they are strategically chosen to communicate the stakes and emotional dynamics of the match. For instance, Caster 2's use of "tilt" to highlight the impact of losing focus on a team's performance prompts viewers to consider the mental resilience required in competitive gaming. Similarly, the discussion of "OP" heroes critically engages with game mechanics, offering viewers insights into balance and fairness in gameplay. This thoughtful application of language fosters a deeper understanding of the game's complexities, creating a translanguaging space where audiences can critically engage with both the linguistic and strategic dimensions of the commentary.

3. English Phrases or Words

3.1. English Phrases or words as a Bridge of Connection in MPL Esports

In the Mobile Legends Professional League, casters frequently utilize a range of English phrases and terms that serve to enhance the excitement and clarity of their commentary. These expressions are essential for effectively conveying gameplay dynamics, strategies, and player actions during fast-paced matches. By employing specific terminology, casters can quickly communicate critical information to viewers, ensuring that both casual fans and seasoned players understand the unfolding events. This strategic use of English not only facilitates real-time analysis but also fosters a sense of professionalism and expertise in the commentary, making the viewing experience more engaging and informative for audiences around the world.

Table 3.1 Language Types of English Phrases or Words used by E-Sport Casters

Mobile Legend Professional League on YouTube Broadcasts

English Phrases or Words
• Comeback : Victory after almost losing.
• Deve : A direct attack on the enemy's rear line.
• Peel: Protecting teammates from enemy attacks.
• Engage : Initiates a team fight.
• Disengage : Stop or retreat from a team fight.
• Outplay : Defeating an opponent with superior skill or clever tactics.

In the Mobile Legends Professional League, casters use specific English phrases and words to describe key moments and strategies during the tournament, as outlined in the table above. For instance, when a team makes a surprising "comeback," it means they have managed to win after being close to losing, which adds excitement to the match. The term "deve" is used when a player launches a direct attack on the enemy's rear line, targeting weaker opponents. Casters also talk about "peeling," which involves protecting teammates from enemy attacks, emphasizing teamwork. When a team "engages," they start a fight, while "disengage" refers to pulling back to avoid danger. Additionally, when a player uses superior skill or clever tactics to defeat their opponent, it's referred to as "outplaying" them. These terms help viewers understand the strategies and actions happening in the game, making the commentary more engaging and informative.

Datum 1

> **GideonQ**: "Wow, Team B is really pulling off an amazing ***comeback***! *Dari awal, mereka kelihatan kalah*, but now they're turning things around. Look at how they're setting up this play."

> **GideonQ**: "Exactly! *Kalau Team B bisa jaga momentum ini*, they might ***outplay*** Team A in the next fight and secure the victory. *Tapi harus hati-hati, karena Team A masih punya* chance *buat defense dan balik menyerang dengan **pell** mereka*."

In the MPL caster's commentary above, the use of the terms "comeback," "outplay," and "pell" illustrates how English phrases or words are embraced and utilized among Mobile Legends players. The term "comeback" refers to a situation where a team that was initially losing manages to turn the tide and achieve victory. Meanwhile, "outplay" describes a moment when one team outsmarts their opponents through better strategy and execution. The term "pell," referring to "spell," signifies the abilities or skills that a hero possesses in the game, often playing a crucial role in battles.

The use of these terms in the caster's commentary aims to provide a deeper understanding of the match situation for the audience. By using the term "comeback," the caster emphasizes the critical moment when Team B begins to regain their footing, highlighting that they still have a chance to win. Similarly, the term "outplay" helps the audience grasp that a team's success relies not just on individual strength but also on their ability to outmaneuver their opponents. Meanwhile, mentioning "pell" offers context regarding the strategies and abilities employed by the teams during the fight.

Moreover, the use of these terms also serves to connect with the global community. Although these words originate from English, they have become part of the gamer lexicon worldwide, including in Indonesia. By incorporating these terms, the casters can convey their analyses in a relevant and easily understandable manner, creating a more engaging viewing experience for audiences from diverse backgrounds. This approach also encourages interaction and discussion among viewers about the strategies and tactics used in the game, enriching the overall viewing experience.

Datum 2

GideonQ: "Alright, Team A is initiating a risky play here. They're diving deep into Team B's territory, but it looks like Team B is ready to counter. They need to *disengage* quickly before this tirns into a full blown team fight."

GideonQ: "Exactly! Disengaging from this fight is key for Team A. On another note, I've been impressed with how Team B's players have been performing. Player Y is really stepping up he's definitely showing why he's one of the top **deve (development)** prospects this season."

In the conversation above, the use of the terms "disengage" and "deve" (development) reflects how English phrases or words are employed in the context of the Mobile Legends game. The term "disengage" refers to a strategy where a team retreats from a fight when the situation is unfavorable, avoiding further losses. On the other hand, "deve" is short for "development," describing the potential of young players who are emerging as they demonstrate solid skills and the ability to become star players in the future.

The use of these terms by the casters aims to provide a clear and detailed analysis of the situation on the battlefield for the audience. By mentioning "disengage," the casters highlight the importance of strategic decisions for Team A to pull back before the fight worsens. This encourages viewers to understand the risks the team faces and the strategies needed to avoid defeat. Meanwhile, using "deve" helps the audience recognize and appreciate individual talent in the game, particularly Player Y, who shows great potential and outstanding performance.

Furthermore, the use of these terms also serves to create a connection with the gaming community globally. Many terms in Mobile Legends originate from English, and by using this language, casters can deliver their analyses in a way that is relevant and easily understood by viewers from diverse backgrounds. This not only enhances the audience's understanding of the game but also enriches the overall viewing experience, as viewers can discuss and share opinions about strategies and player performances in a broader contex

Datum 3

Aeterna: "Alright, Team A is setting up for a crucial moment. They're about to *engage* Team B in the mid lane. Look at their positioning this could be a game-changer!"

Aeterna: "Exactly! If Team A's engage is well-coordinated, they can catch Team B off guard. But if Team B reads the situation right, they could turn it around with a solid counter *engage*. This is where strategic thinking really comes into play."

In the conversation above, the term "engage" is used to describe the action of a team entering into a fight or conflict with an opponent. In the context of the game Mobile Legends, "engage" refers to the moment when a team decides to attack the opposing team, which can be a turning point in the match. The use of this term is an example of English phrases that are commonly used within the gaming community, especially in competitive games.

The use of the term "engage" by casters serves to provide a clearer understanding to the audience about the dynamics of the ongoing gameplay. By

using this term, casters emphasize the importance of the moment when Team A decides to interact with Team B, and how this decision can influence the outcome of the battle. In this context, understanding "engage" becomes crucial, as making a mistake in executing it could have fatal consequences for the team.

Moreover, the use of the term "engage" helps create a connection between casters and an audience that comes from various backgrounds. Many terms in Mobile Legends originate from English, and by using this term, casters can explain strategies and tactics in a relevant and easily understood manner. This not only enriches the viewing experience but also allows the audience to engage in discussions about the strategies and decisions made by players at a professional level.

3.2 Implementation Translanguaging of English Phrases or Words

In the conversation between GideonQ and the other casters during the Mobile Legends match, the implementation of translanguaging through popular terms showcases a rich blend of English and Indonesian that enhances viewer engagement and understanding. For instance, GideonQ begins by highlighting Team B's "comeback," emphasizing their impressive turnaround despite earlier struggles. The use of terms like "outplay" and "peel" seamlessly integrates both languages, allowing viewers to grasp the significance of the strategies being employed. This mixture of languages makes the commentary more relatable to local audiences while still maintaining accessibility for international viewers.

Moreover, the casters discuss critical moments using terms that resonate with competitive gaming, such as "disengage" and "engage." These phrases help convey the intensity of the match and the strategic decisions being made by the teams. GideonQ points out the importance of "disengaging" to avoid unnecessary losses, demonstrating an understanding of the game's tactical depth. The blend of Indonesian expressions, like "mereka kelihatan kalah," with English terminology enriches the commentary and reflects the cultural context of the audience, ensuring that the excitement of the match is felt by everyone.

Lastly, the conversation captures the essence of teamwork and strategy, with phrases like "team fight" and "counterplay" illustrating the complexities of competitive gameplay. Aeterna and Caster 2 emphasize the need for careful execution when "engaging" in fights, highlighting the critical nature of timing and coordination. By incorporating local language elements alongside English terms, the casters create a dynamic and immersive experience that allows fans to appreciate the high-stakes nature of the competition. This effective use of translanguaging not only bridges language barriers but also fosters a sense of community among viewers, making the commentary engaging and impactful.

Li Wei (2011) emphasizes that a translanguaging space enables speakers to creatively use their linguistic repertoires to develop unique communication styles. The use of English phrases like "comeback," "outplay," and "peel" alongside Indonesian expressions exemplifies this creativity in the Mobile Legends commentary. GideonQ and the other casters craft a linguistic blend that bridges gaming-specific terminology with local idiomatic expressions, such as

"mereka kelihatan kalah," to convey the intensity of the match. This creative integration enriches the audience's experience by making the commentary relatable to Indonesian viewers while maintaining clarity and engagement for international fans. The casters' ability to construct this hybrid linguistic space enhances the narrative and allows viewers to access deeper layers of meaning, thereby elevating the overall entertainment value.

Li Wei (2011) also highlights how translanguaging space supports critical thinking by encouraging speakers to engage deeply with linguistic and contextual choices. The casters' strategic use of terms like "disengage," "engage," and "team fight" reflects their analytical understanding of gameplay dynamics. For example, GideonQ's emphasis on the importance of "disengaging" to prevent unnecessary losses underscores a tactical awareness that resonates with both casual and competitive viewers. The seamless blending of English gaming terms with Indonesian commentary, such as pairing "engaging" with local context-specific phrases, invites audiences to critically analyze the strategic maneuvers of the teams. This approach fosters a translanguaging space where audiences not only enjoy the match but also gain insights into the high-level strategies employed, making the commentary both intellectually stimulating and accessible.

4. **Technical/ Game Specific Terms**

   4.1 Technical?Game Specific Terms as a Bridge of Connection in MPL Esports

   In the Mobile Legends Professional League, casters utilize a variety of game-specific language terms that are essential for effectively commenting on the fast-paced action. These specialized phrases help convey important gameplay strategies, team dynamics, and player actions in a way that is easily understandable for viewers. By using this type of language, casters can communicate the intricacies of the game while keeping the audience engaged. I find the evolution of the language used by casters in the esports world of Mobile Legends to be fascinating, as it reflects the growing popularity of the game and the need for clear, relatable communication among fans and players alike. This innovative use of terminology not only enhances the commentary but also enriches the overall viewing experience, making it accessible to a diverse audience.

   Table 4.1 Language Types of Technical/Game Specific Terms used by E-Sport Casters Mobile Legend Professional League on YouTube Broadcasts

Technical/Game-Specific Terms:
• Meta : A strategy or tactic that is currently popular.
• Rotation : Team movement from one area to another.
• Buff : Increased strength of characters or items.
• Nerf : A reduction in the power of a character or item.

• Cooldown : Waiting time before the ability can be used again.
• Crowd Control : Abilities that restrict an opponent's movement or action.
• Gank : A surprise attack against an unwary enemy.
• Farming : Collecting resources (gold/experience) from forest monsters or minions.
• Split Push : Strategy of splitting teams to press different lanes.

In the Mobile Legends Professional League, casters frequently use game-specific terms to describe various strategies and actions that occur during matches, as outlined in the table above. These terms provide viewers with a clearer understanding of the gameplay dynamics and help convey the complexity of the game. For instance, "meta" refers to the current strategies that are popular among teams, while "rotation" describes how teams move from one area of the map to another to gain an advantage. Casters also mention "buff" and "nerf," which indicate when a character or item is made stronger or weaker, respectively. Additionally, they discuss concepts like "cooldown," the waiting time before a skill can be reused, and "crowd control," which refers to abilities that limit an opponent's movements. Terms like "gank," meaning a surprise attack on an unsuspecting enemy, and "farming," which involves collecting resources, further enrich the commentary. Lastly, the strategy of "split push," where teams pressure different lanes simultaneously, is also a critical part of the discussion. By using these game-specific terms, casters enhance the viewing experience, making it more informative and engaging for the audience.

Datum 1

Mirko: "Look at that *crowd control*! Team B is really locking down Team A,
giving them no room to breathe."

Mirko: "This is it! The **crowd control** from Team B is on another level!
They're chaining those stuns and knock-ups perfectly, completely shutting down
Team A's core heroes."

In the conversation above, the term "crowd control" is used to describe a
team's ability to control and limit the movements of the opposing team in the
game Mobile Legends. In this context, crowd control refers to a series of abilities
used to stun, push, or disrupt opponents, preventing them from moving or
effectively using their skills. This term falls under the category of technical/game-
specific terms commonly used in the gaming world, especially within the MOBA
(Multiplayer Online Battle Arena) genre.

The use of the term "crowd control" by casters aims to provide a clearer
understanding for the audience regarding the dynamics occurring during the
match. By using this term, casters can more accurately explain how Team B

manages to control Team A through their abilities. This is crucial because a team's success or failure often hinges on how well they can implement crowd control against their opponents. Viewers who may not be familiar with this term can gain insight into the significance of the strategies employed by both teams.

Furthermore, the use of the term "crowd control" helps bridge communication between the casters and an audience with diverse backgrounds. Many terms in Mobile Legends derive from English, so by using this terminology, casters can explain tactics and strategies in a relevant and easily understandable manner. This not only enhances the viewing experience but also allows the audience to engage in discussions about the strategies and decisions made by players at the professional level.

Datum 2

GideonQ: "Okay, here's the thing Team A is really adapting to the current *meta. Mereka benar-benar tahu kapan harus ambil **buff*** and when to go for the objectives."

GideonQ: "Exactly*! Kalau Team B berhasil **split push***, they could force Team A to split their focus, making it harder to control the map. *Tapi ya, harus hati-hati juga karena kalau salah langkah, Team A bisa langsung ambil* Lord."

In the conversation above, the terms "meta," "buff," and "split push" are used to explain the strategies and tactics employed by teams in the game Mobile Legends. Meta refers to the current trends or strategies considered most effective in the game, and adapting to the meta is crucial for winning matches. Buff is an item that provides temporary advantages to players or teams, such as increased stats, and managing buffs effectively can grant a significant edge in gameplay. Meanwhile, split push is a strategy where one team tries to pressure side lanes to split the opponent's focus, thereby reducing the opposing team's overall map control.

The use of the terms "meta," "buff," and "split push" by the casters aims to provide a clearer understanding of the dynamics of the match for the audience. By using these technical terms, the casters can better explain how the teams are planning their strategies. This is important because the strategic decisions made by the teams, whether in managing buffs or determining when and where to execute a split push, can significantly influence the course of the match.

Moreover, employing these terms also helps build communication between the casters and an audience with diverse backgrounds. Many terms in Mobile Legends stem from English, so using this terminology makes it easier for viewers to follow and understand the strategies being applied. In this way, the

audience can not only enjoy the match but also engage in discussions about the tactics and decisions made by professional players.

Datum 3

Aeterna: "Alright, we're seeing some interesting *rotation* from Team A right now. *Mereka benar-benar cepat pindah dari satu lane ke lane lain*, keeping the pressure on Team B."

Aeterna: "Exactly! *Nerf* dari patch kemarin memang terasa banget. Tapi lihat deh, Team A's jungler is still focusing heavily on *farming*. *Dia tahu kalau mau menang* late game, he needs to stay ahead in gold and XP. It's all about getting those resources efficiently."

In the conversation above, the terms "rotation," "nerf," and "farming" are used to describe important strategies and mechanics in Mobile Legends gameplay. "Rotation" refers to the movement of a team from one lane to another to apply pressure on the opponent and control the map. Understanding and executing good rotations can provide a significant strategic advantage. Meanwhile, "nerf" refers

to the reduction in power of a hero or item following a game update (patch). In this case, the nerf experienced by several heroes on Team B means they cannot contribute optimally in fights. Lastly, farming refers to the activity of gathering resources, such as gold and XP, from jungle monsters or minions to enhance a character's strength, which is crucial for winning the game, especially in the late game phase.

The use of the terms "rotation," "nerf," and "farming" by the casters aims to provide a deeper understanding of the dynamics of the match to the audience. By utilizing these technical terms, casters can explain how each strategic decision impacts the course of the game. This is important because many factors can influence the outcome of a match, such as the speed of rotations made by the teams, the impact of nerfs on hero strength, and the efficiency of farming that can determine the team's power in the late game phase.

Moreover, the use of these terms also helps create better communication between the casters and the audience, which comes from diverse backgrounds. Many terms in Mobile Legends originate from English, so using this terminology makes it easier for viewers to follow and understand the strategies employed by professional players. Consequently, the audience can not only enjoy the matches but also engage in discussions about the tactics and decisions made by the teams during the games.

Datum 4

Arashi: "Alright, look at how Team A is positioning themselves. They're waiting for the perfect moment to **gank** Team B's jungler. *Tapi mereka harus hati-hati, semua skill mereka masih dalam **cooldown**."*

Arashi: "Exactly! *Kalau mereka sabar dan nunggu **cooldown** selesai*, they could easily turn this **gank** into a huge advantage. *Tapi ya, semuanya tergantung eksekusi mereka sekarang."*

In the conversation above, the terms "gank" and "cooldown" fall under the category of technical/game specific terms used in the game Mobile Legends. A gank refers to a tactic where one or more players attack an enemy who is in a vulnerable position, usually in the jungle area. The goal is to gain an advantage in terms of kills or disrupt the enemy's farming. Meanwhile, cooldown is the period after a hero uses a particular skill before it can be used again. In this context, it is crucial for Team A to wait for their skills' cooldowns before executing a gank to maximize their attack potential.

The use of the terms "gank" and "cooldown" by the casters aims to provide deeper insights into the dynamics of the match for the audience. By using these technical terms, the casters can explain how strategic decisions impact the game's flow. Understanding when to initiate a gank and the importance of cooldowns in fights is essential for the audience to follow the action within the game. This also helps viewers better grasp the tactics employed by professional players, thereby enhancing their viewing experience.

Furthermore, the use of these terms facilitates better communication between casters and audiences from diverse backgrounds. Many terms in Mobile Legends originate from English, so utilizing this terminology allows the audience to follow and understand the strategies employed by professional teams. Thus, viewers not only enjoy the matches but also engage in discussions about the tactics and decisions made by the teams throughout the game.

4.2 Implementation Translanguaging of Technical/Game-Specific Terms

The conversation between Mirko, GideonQ, and the other casters demonstrates a clear implementation of translanguaging by blending English game-specific terms with Indonesian phrases. Terms like "crowd control," "buff," "split push," and "meta" are seamlessly integrated into the commentary, reflecting the casters' use of both languages to explain key gameplay mechanics. By using these terms, the casters provide detailed analysis while also making the commentary relatable to the local audience. The mix of languages allows them to explain complex strategies while maintaining the flow and excitement of the

game, ensuring that viewers understand the critical elements influencing the match.

The casters also utilize game-specific terms such as "rotation," "gank," and "nerf" to describe key actions and strategies during the match. For instance, "rotation" is used to describe how Team A moves between lanes, applying pressure across the map, while "gank" refers to Team A's attempt to ambush Team B's jungler. By blending these terms with Indonesian sentences, the casters ensure that viewers, especially those familiar with the gameplay, grasp the tactics and decisions being made by the teams. This translanguaging style keeps the commentary dynamic, catering to both seasoned players who understand these terms and local audiences who may benefit from the combination of both languages.

Moreover, the frequent use of terms like "cooldown" and "farming" highlights how integral game-specific language is to the casters' analysis. For example, "cooldown" is used to discuss the timing of Team A's skills, and "farming" is emphasized as a critical strategy for gaining resources during the late game. By weaving these terms into the commentary, the casters showcase the complexity of Mobile Legends while ensuring that the discussion remains clear and informative. This translanguaging approach not only reflects the global nature of esports but also emphasizes the role of both English and Indonesian in enhancing the audience's understanding of the game.

Li Wei (2011) highlights translanguaging space as a site for creativity where speakers reimagine linguistic norms to suit specific communicative contexts. In the Mobile Legends commentary, the casters demonstrate creativity by incorporating technical terms like "crowd control," "buff," and "meta" into Indonesian phrases, creating a unique linguistic fusion. For example, by integrating the term "rotation" into a discussion about "rotasi antar lane," the casters craft a narrative that resonates with local audiences while preserving the technical clarity of game mechanics. This creative use of language enables the casters to bridge the gap between technical jargon and cultural familiarity, offering an engaging commentary style that is both informative and relatable.

Translanguaging space, as theorized by Li Wei (2011), also fosters critical thinking by allowing speakers to navigate and analyze complex contexts through their linguistic choices. The casters' strategic use of terms like "gank" and "nerf" reflects their analytical depth in breaking down gameplay tactics for viewers. For instance, the explanation of "gank" in the context of Team A's ambush strategy highlights not just the action itself but also its implications for map control and resource management. By combining these English technical terms with Indonesian context, the casters engage the audience in a deeper understanding of the game's strategies. This critical application of language enriches the audience's viewing experience by encouraging them to think beyond the surface-level excitement and delve into the intricacies of team decision-making and gameplay execution.

B. Discussion

      This study revealed that translanguaging practices by casters in the Mobile Legends Professional League (MPL) serve multiple functions. Primarily, these practices enhance communication by blending English and local languages to foster better audience engagement. The casters utilize terms and phrases specific to gaming culture, such as "santuy," "gas," and "kacau," which resonate with local audiences while maintaining relevance to international viewers. These practices not only improve comprehension but also contribute to creating a dynamic and culturally rich viewing experience.

      Unlike studies such as Garcia and Wei (2023), which focused on translanguaging in educational contexts, this research highlights its application in e-sports broadcasting, particularly in Mobile Legends. While Wahyudi (2023) noted the importance of local languages for expressing emotions, this study found that casters also use local languages to convey gameplay strategies and foster inclusivity. The dynamic interaction between casters and audiences, leveraging local and global linguistic resources, is a novel finding that expands the understanding of translanguaging in professional gaming contexts.

      Chen (2021) and Prastius (2023) explored code-switching and pedagogical applications of language use, respectively. However, this study's focus on the MPL demonstrates a distinct form of translanguaging that merges technical gaming terms with cultural expressions. Unlike O'Brien (2019), who emphasized translanguaging in inclusive learning, this research shows how it enhances

audience comprehension and engagement during live broadcasts, filling a gap in the literature about its role in entertainment and media.

Some studies, like Zhou (2024), explored translanguaging in artistic expression within literary texts, which is beyond the scope of this study. Similarly, Riswanto's (2022) emphasis on pedagogical implications for classroom settings highlights aspects of structured language learning not addressed in this research. These perspectives provide broader contexts for translanguaging but do not directly intersect with the informal and dynamic settings of e-sports casting.

The research identified that MPL casters often integrate local slang and cultural expressions, such as "nge-push" and "bantai," to foster a relatable connection with the audience. This aligns with Cenoz (2020)'s findings on translanguaging and identity formation but adds the unique context of live gaming broadcasts, where identity is dynamically constructed through language during real-time interactions.

This study demonstrated that translanguaging by MPL casters bridges language barriers between local and international audiences, supporting a diverse community of viewers. This aligns with Link's (2020) cognitive perspective on translanguaging, emphasizing linguistic flexibility, but uniquely applies it to the fast-paced, interactive environment of professional gaming.

Unlike Agustin and Wahyudi (2024), who focused on academic settings, this research highlights how gaming-specific jargon, such as "AFK" and "OP," is adapted through translanguaging. Casters use these terms alongside local

expressions to create a shared linguistic space that enhances understanding and enjoyment among multilingual audiences. This study diverges from Tsokalidou's (2020) workplace communication focus by examining how MPL casters use translanguaging to manage audience interaction and engagement during live broadcasts. The casters' ability to switch languages dynamically demonstrates a unique form of professional communication tailored to the e-sports industry.

Building on the frameworks of Li Wei (2011), this study found that the MPL casters create a translanguaging space that promotes creative and inclusive communication. This finding complements El Mahmoed's (2020) work on cross-cultural collaboration but applies it to a digital entertainment context, offering new insights into multilingual practices.

While this study focuses on MPL casters, future research could explore audience perspectives or extend the analysis to other e-sports genres. This would complement Rocha Pinto's (2020) cross-disciplinary approach and deepen the understanding of how translanguaging shapes communication across different domains.

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher provides the conclusions and suggestions derived from the analysis in the preceding chapter. The analysis focuses on the types of language used by the casters in the Mobile Legends Professional League and how implementation translanguaging are applied when using these languages. Additionally, suggestions for further research are also provided based on the findings.

A. Conclusion

The Analysis of Translanguaging in E-Sport Casters the Mobile Legends Professional League has shown that casters utilize multiple languages to engage and entertain their audiences. Through a mix of English, Indonesian, and local language terms, casters can effectively convey the fast-paced and complex nature of the game. This translanguaging approach allows casters to reach a broader audience, making the commentary more relatable and engaging for viewers from different linguistic backgrounds.

One of the key findings is that casters frequently use game-specific terminology, such as "meta," "buff," and "split push," blending these terms with both English and Indonesian. This strategy not only enhances understanding among multilingual audiences but also reflects the dynamic and global nature of the e-sports community. Translanguaging in this context highlights the flexibility

of casters in adjusting their language use to fit the needs of the game and their audience.

Additionally, the research reveals that casters like Mirko, GideonQ, Aeterna, and Arashi switch between languages seamlessly during intense moments in the game. This code-switching helps maintain the excitement of the match while ensuring that critical game strategies and plays are communicated clearly to the audience. By using a combination of languages, casters can provide a more inclusive and engaging commentary experience.

Furthermore, the study found that translanguaging practices help create a sense of camaraderie and community within the e-sports scene. The use of local terms like "santuy" and "ngepush" adds a cultural element to the commentary, making the experience more personal and relatable for Indonesian viewers. This shows that translanguaging is not just a linguistic tool, but also a way to build rapport with the audience.

In summary, translanguaging in the Mobile Legends Professional League plays a significant role in enhancing communication and engagement between casters and their audience. By skillfully navigating between languages, casters are able to maintain the excitement of the game while making the content accessible to a diverse and multilingual viewer base. This research provides valuable insights into the importance of language diversity in e-sports commentary and its potential to connect global audiences.

B. Suggestion

After completing this investigation, the researcher aims to highlight several points for further research. This study focused on the types of language used by casters in the Mobile Legends Professional League and how translanguaging practices were applied. Moving forward, the researcher suggests that future studies explore translanguaging in different e-sports games or examine how cultural factors influence language choices in casting. Additionally, research could focus on the impact of translanguaging on audience engagement and understanding. It is hoped that this study serves as a useful reference for future research, contributing to the growing field of e-sports language and communication.

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CURICULUM VITAE

Bunga Syaffanah Shofyanah was born in Gresik on June 3, 2002. She graduated from MA Assa'adah Sampurnan Bungah Gresik in 2020. During her high school education, she was active in intra-school organizations (OSIS). She started her higher education in 2020 at the English Literature Department of UIN Maulana Malik Ibrahim Malang. During her studies, she was a member of one of the organizations for one period, namely Himpunan Mahasiswa Jurusan (HMJ) and Dewan Perwakilan Mahasiswa (DEMA) and completed her higher education in 2024.

Appendix

Datum	Conversation	Types of Languages	Implementation of Translanguaging
1.	Mirko: "Alright, Team A is setting up for a big play here. They're looking to secure Lord, but Team B is still *santuy*, holding their ground. They might be planning a counterattack." Caster 2: "Yeah, Team B memang santuy, but they need to be careful. If they don't act fast, Team A will start ngepush all the way to the base. They've already got a strong minion wave ready." Mirko: "Exactly! If Team B doesn't contest this Lord, they'll be in trouble. But if they can *bantai* Team A in this fight, it could turn the game around. This next move is going to be crucial." Caster 2: "True, Mirko! It's all about timing now. Team B needs to step up if they want to survive this push. Otherwise, it's gonna be game over."	Local Languages	Santuy, Bantai

| 2. | Arashi: "Alright, look at Team A now, they're really starting to ***ngepush*** the mid lane hard. They're not giving Team B any room to breathe!"

Caster 2: "Yeah, you can see how they're playing tarik ulur with their aggression. They push forward, then pull back just in time to avoid overcommitting. It's all about controlling the pace."

Arashi: "Exactly! But Team B is trying to regroup. If they don't, things are going to get ***kacau*** really quickly. They need to find a way to stop this push before it's too late."

Caster 2: "True! This back-and-forth is intense, and with Team A's constant pressure, it could turn into a chaotic fight if Team B doesn't handle it well." | Local language | Ngepush, Kacau |
| 3. | Arashi: "Looks like Team A is setting up for a big play, but Team B is playing a strong defensive game. They're really good at the ***tarik ulur*** strategy here."

Caster 2: "Yes, Arashi! The tarik ulur tactic is really keeping Team A on their toes. Team B is effectively pulling back and then engaging when the time is right." | Local language | Tarik ulur |

	Arashi: "Exactly! The *tarik ulur* strategy requires a lot of coordination. Team A has to be very careful not to overcommit, or they might get caught out of position." Caster 2: "And it's working well for Team B so far. They're forcing Team A to make mistakes. It's all about maintaining that balance between aggression and retreat." Arashi: "Right, and this is where the game can get really intense. If Team B continues to execute their *tarik ulur* perfectly, they could gain a significant advantage."		
4.	Aeterna: "Alright, Team A is setting up for a big play here. *Mereka sudah siap, tinggal tunggu moment yang pas* do they *gass in* now, or wait for the perfect opportunity?" Caster 2: "Yeah, itu dia! *Kalau mereka **gass** sekarang*, it could catch Team B off guard, but it's risky. They need to be smart about their timing." Aeterna: "Exactly, if they decide to gass and it goes wrong, it could turn the tide against them. But if they pull it off, Team A might just secure the win. *Ini semua soal keputusan dan keberanian!"*	Local language	Gass in

5.	Mirko: "Here we go! Team A is about to engage. Look at that positioning *mereka siap buat **jebait*** Team B into a bad fight!" Caster 2: *"Bener banget, Mirko! Team B harus hati-hati, kalau nggak, mereka bisa kelihatan kayak* noob di fight *ini*. Timing-nya *harus pas, kalau nggak*, it's over for them." Mirko: "Exactly! *Kalau sampai kena* jebait, it's game over. But look at Player X on Team A, dia benar-benar **the most valuable player** in this match, *dengan* positioning and crowd control *yang* perfect." Caster 2: "*Setuju! Dia punya impact besar banget. Kalau Team A menang, dia pasti **MVP**. Tapi kita lihat aja apakah Team B bisa* comeback, or will they just get outplayed like a bunch of noobs?"	Popular Terms	Jebait Most Valuable Player (MVP)
6.	GideonQ: "Alright, it looks like Team A is pushing aggressively, but wait one of their players is **AFK!** This could be a huge disadvantage for them right now." Caster 2: "Oh no, being AFK at this stage is really bad. Team B can take advantage of this situation and turn the game around. Team A might	Popular terms	Away from Keyboard (AFK) and Good game

	end up looking like noobs if they can't recover from this." GideonQ: "Exactly! If Team B capitalizes on this, they could make a serious comeback. But, Team A still has a chance if they regroup quickly. This is a critical moment. Either way, we're in for a ***good game.***" Caster 2: "Totally agree. It's moments like these that make the game so exciting. If Team A can pull themselves together and adapt, we could see a dramatic finish. Let's see how this plays out!"		
7.	Aeterna: "Alright, Team A is really playing like pros right now. They're executing their strategy perfectly, taking control of the map and forcing Team B into defensive positions." Caster 2: "Absolutely, Aeterna. You can tell that Team A has practiced this a lot they're moving with such precision. But look at Team B; they're starting to tilt a bit after that last engagement. You can see it in their rotations they're not as sharp as they were earlier." Aeterna: "Exactly! That's the difference between pros and those who can't handle the pressure. Team A is staying calm and collected, while Team B is clearly ***tilting***. If	Popular terms	Pro Tilting

	they don't get their heads back in the game, this could be over quickly." Caster 2: "Right, and it's crucial now for Team B to stop the tilt before it gets worse. If they can reset mentally and play like the pros they are, they still have a chance. But if the tilt continues, Team A will take full advantage of that." Aeterna: "Yes, and that's what makes a **pro** team stand out they don't let emotions take ov er. Team B needs to refocus and remember why they're here. If they keep **tilting**, though, they're going to hand this game to Team A on a silver platter."			
8.	Arashi: "Look at how Team A is playing right now. They're totally dominating the map, and I have to say, their new hero pick is looking a bit **overpowered!**" Caster 2: "*Yeah, bener banget, Arashi! Sejak update terakhir, hero ini memang jadi OP banget.* The way they're using it in every team fight is just insane. *Nggak ada yang bisa lawan*, they're just steamrolling through Team B." Arashi: "Exactly! *Dengan hero yang* **overpowered** *seperti ini, Team B harus cari cara buat* counter, or it's game over. *Kalau nggak,*	Popular terms	Overpowered

	mereka bisa kalah cepat, no matter how well they play." Caster 2: *"Setuju*! Team B needs to play around that cooldown and find openings. *Kalau nggak hati-hati, mereka bisa kena* wipe out di late game. This is a tough situation for them."		
9.	GideonQ: "Wow, Team B is really pulling off an amazing **comeback**! *Dari awal, mereka kelihatan kalah*, but now they're turning things around. Look at how they're setting up this play." Caster 2: "Bener banget, Gideon! They were behind the whole game, but now they've got the momentum. That last outplay di mid lane was insane! If they keep this up, they might just steal the win." GideonQ: "Exactly! *Kalau Team B bisa jaga momentum ini*, they might **outplay** Team A in the next fight and secure the victory. *Tapi harus hati-hati, karena Team A masih punya* chance *buat* defense *dan balik menyerang dengan* **pell** *mereka.*" Caster 2: *"Setuju*! This next fight will decide everything. Both teams are looking for that one moment to outplay and either make comeback or finish the game. It's going to be intense!"	English Phrases or Words	Comeback Outplay Pell

10.	GideonQ: "Alright, Team A is initiating a risky play here. They're diving deep into Team B's territory, but it looks like Team B is ready to counter. They need to *disengage* quickly before this turns into a full blown team fight." Caster 2: "Yes, exactly. Team A is in a tough spot. If they don't disengage soon, they might end up losing more than they gain. It's crucial for them to fall back and regroup." GideonQ: "Exactly! Disengaging from this fight is key for Team A. On another note, I've been impressed with how Team B's players have been performing. Player Y is really stepping up he's definitely showing why he's one of the top *deve (development)* prospects this season." Caster 2: "Absolutely. Player Y's performance has been outstanding. If Team B manages to secure this advantage, it'll be thanks to his excellent play. This match is really heating up!"	English Phrases or Words	Disengage Deve (development)
11.	Aeterna: "Alright, Team A is setting up for a crucial moment. They're about to *engage* Team B in the mid lane. Look at their positioning this could be a game-changer!"	English Phrases or Words	Engage

	Caster 2: "Absolutely, Aeterna. If Team A executes this engage properly, it could lead to a significant advantage. But they need to be careful not to overcommit. Team B is known for their counterplay." Aeterna: "Exactly! If Team A's *engage* is well-coordinated, they can catch Team B off guard. But if Team B reads the situation right, they could turn it around with a solid counter *engage*. This is where strategic thinking really comes into play." Caster 2: "Agreed! The timing of this engage is critical. It's all about the execution and how well Team A can capitalize on the opportunity. We'll see if they can make it work or if Team B will come out on top with their defensive maneuvers."		
12.	Mirko: "Look at that *crowd control*! Team B is really locking down Team A, giving them no room to breathe." Caster 2: "I know, right? That timing was perfect. They're using every ability to its full potential." Mirko: "This is it! *The crowd control* from Team B is on another level! They're chaining those stuns and knock-ups perfectly, completely shutting down	Technical/Game Specific Terms	Crowd control

	Team A's core heroes." Caster 2: "Yeah, Team A can't even fight back. If this continues, it's going to be game over for them."		
13.	GideonQ: "Okay, here's the thing Team A is really adapting to the current *meta*. *Mereka benar-benar tahu kapan harus ambi*l *buff* and when to go for the objectives." Caster 2: "*Setuju banget,* Gideon! Buff control *mereka emang solid banget. Tapi lihat nih,* Team B is going for a split push strategy. *Mereka nggak mau* team fight *langsung*, so they're trying to pressure the side lanes." GideonQ: "Exactly! *Kalau Team B berhasil* **split push**, they could force Team A to split their focus, making it harder to control the map. *Tapi ya, harus hati-hati juga karena kalau salah langkah, Team A bisa langsung ambil* Lord." Caster 2: "*Benar!* It's all about timing and execution. *Kalau meta sekarang,* split push *bisa jadi strategi yang efektif, tapi butuh koordinasi yang tepat. Kita lihat aja, apakah Team B bisa* execute *dengan baik atau malah kena* punish."	Technical/Game Specific Terms	Meta, Buff, Split push
14.	Aeterna: "Alright, we're	Technical/Game	Rotation

		Specific Terms	Nerf Farming
	seeing some interesting *rotation* from Team A right now. *Mereka benar-benar cepat pindah dari satu lane ke lane lain*, keeping the pressure on Team B." Caster 2: "Yes, Team A's rotation is really on point. But I noticed that after the last patch, beberapa hero di Team B kena nerf, so their impact in fights isn't as strong as before." Aeterna: "Exactly! *Nerf dari patch kemarin memang terasa banget. Tapi lihat deh,* Team A's jungler is still focusing heavily on *farming. Dia tahu kalau mau menang* late game, he needs to stay ahead in gold and XP. It's all about getting those resources efficiently." *Caster 2: "Betul! Dengan* farming *yang konsisten, dia bisa* build core items *lebih cepat*, and that could turn the tide in the upcoming team fights. *Tapi kalau Team B bisa* counter *dengan baik*, it's still anyone's game."		
15.	Arashi: "Alright, look at how Team A is positioning themselves. They're waiting for the perfect moment to *gank* Team B's jungler. *Tapi mereka harus hati-hati, semua skill mereka masih dalam cooldown."* Caster 2: "*Bener banget,* Arashi! If they engage too	Technical/Game Specific Terms	Gank Cooldown

	early while their abilities are still on cooldown, they could get countered hard. *Team B pasti bakal langsung rotasi buat balas gank itu."* Arashi: "Exactly! *Kalau mereka sabar dan nunggu* **cooldown** *selesai,* they could easily turn this *gank* into a huge advantage. *Tapi ya, semuanya tergantung eksekusi mereka sekarang."* Caster 2: "True! Timing is everything in this situation. Let's see if Team A can pull off the gank, or if Team B will manage to turn the tables on them.		