

The Use of Register in Play-by-Play Commentary of the 2025 League of Legends World Championship Semifinal between T1 and TES: A Sociolinguistic Analysis

THESIS

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UNIVERSITAS ISLAM NEGERI MAULANA MALIK IBRAHIM
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THESIS

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2026**

STATEMENT OF AUTHORSHIP

I state that the thesis entitled “The Use of Register in Play-by-Play Commentary of the 2025 League of Legends World Championship Semifinal between T1 and TES: A Sociolinguistic Analysis” is my original work. I do not include any materials previously written or published by another person, except those cited as references and written in the references. Hereby, if there is any objection or claim, I am the only person who is responsible for that.

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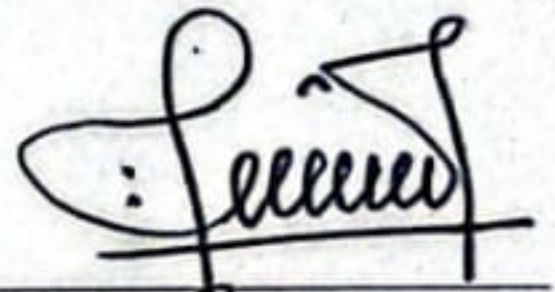
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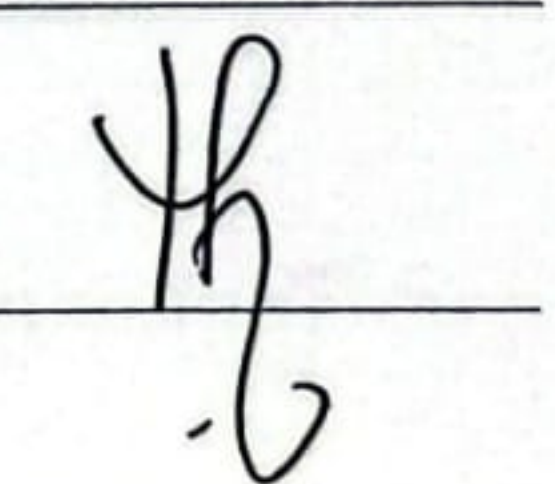
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MOTTO

“Drive your story, don't let anyone else hold the wheel”

(Lee Sang hyeok)

DEDICATION

This thesis is dedicated to:

My father Budiono, and my mother Sri Sunarsih, who raised me with patience and compassion, also supported me financially so that I could finish my study in the Department of English Literature.

My sister Zerisa Della, who never stop encouraging me to finish my study and taking care of me in place of my parents.

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The researcher is also deeply grateful to all lecturers and staff of the Faculty of Humanities who have shared their knowledge, assistance, and support during his academic journey. The researcher's heartfelt gratitude is dedicated to his beloved parents, whose love, prayers, patience, and sacrifices have always been a source of strength and inspiration.

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The researcher realizes that this thesis is far from perfect. Therefore, constructive criticism and suggestions are highly welcomed for the improvement of this work. The researcher hopes that this thesis can be useful for both the researcher and the readers.

Malang, April 18, 2026



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ABSTRACT

Prasetyo, Vindy Oktavio Budi (2026) *“The Use of Register in Play-By-Play Commentary of the 2025 League of Legends World Championship Semifinal Between T1 and TES: A Sociolinguistic Analysis”*. Undergraduate Thesis. Department of English Literature, Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Dr. Agwin Degaf, M.A.

Keywords: League of Legends, Play-By-Play Commentary, Register

In esports broadcasts, commentators rely on concise terminology that is highly dependent on context to describe fast-paced actions and strategies, particularly in League of Legends. Previous studies have generally focused on in-game language in a broad sense, while limited attention has been given to the analysis of register in play-by-play commentary, especially within high-level competitive contexts such as international tournaments. This gap highlights the need for research that positions register not only as a linguistic feature but also as a functional tool in esports discourse. This research aims to analyze the types of register used in League of Legends play-by-play commentary, their morphological patterns, and the contextual meanings shaped by social factors. A qualitative approach was employed, with data collected from the official YouTube broadcast of the 2025 League of Legends World Championship Semifinal between T1 and TES. The match was played in a Best of Five format and consisted of three games. The data, in the form of play-by-play commentary transcripts, were systematically analyzed using register theory proposed by Dell Hymes (1974) and morphological theory by McCarthy (2002). The analysis focuses on identifying recurring specialized terms, their word formation processes, and their meanings based on participants, context, topic, and communicative function. The findings reveal 67 register types with 482 occurrences from 23,350 words of commentary. The registers are mostly related to combat, strategy, objectives, roles, and economic aspects of the game. Morphologically, the registers are formed mainly through compounding, affixation, clipping and initialism, while several terms show specialized meanings in the context of League of Legends. Functionally, these registers help casters deliver gameplay information efficiently, describe fast-changing match situations, and maintain shared understanding with the esports audience.

مستخلص البحث

براسيتيو، فيندي اوكتافيو بودي (٢٠٢٦) استخدام السجل اللغوي في التعليق التفصيلي لحظة بلحظة في الدور " نصف النهائي من بطولة العالم ٢٠٢٥ للعبة ليغ أوف ليجندز: تحليل سوسولوجي ". رسالة جامعية لمرحلة البكالوريوس. قسم الادب الانجليزي، كلية العلوم الانسانية، جامعة مولانا مالك ابراهيم الاسلاميه الحكوميه مالانغ. المشرف: الدكتور اغوين ديغاف، ماجستير في الآداب

الكلمات الأساسية: ليغ أوف ليجندز، تعليق مباشر على المباريات، سجل الآ

في البثوث الخاصة بالرياضات الإلكترونية، يعتمد المعلقون على مصطلحات موجزة ترتبط بالسياق ارتباطاً وثيقاً لوصف الأحداث والاستراتيجيات السريعة، ولا سيما في لعبة ليغ أوف ليجندز. وقد ركزت الدراسات السابقة بصورة عامة على اللغة المستخدمة داخل اللعبة، في حين حظي تحليل السجل اللغوي في التعليق المباشر على مجريات اللعب باهتمام محدود، خاصة في سياقات المنافسات الدولية عالية المستوى. وتبرز هذه الفجوة البحثية الحاجة إلى دراسة السجل اللغوي بوصفه أداة تواصلية تؤدي وظائف مهمة في خطاب الرياضات الإلكترونية، وليس مجرد ظاهرة تهدف هذه الدراسة إلى تحليل أنواع السجل اللغوي المستخدمة في التعليق المباشر على مباريات ليغ. لغوية فحسب أوف ليجندز، وأنماطها الصرفية، والمعاني السياقية التي تشكل من خلال العوامل الاجتماعية. واعتمدت الدراسة المنهج النوعي، حيث جمعت البيانات من مقاطع فيديو منشورة على منصة يوتيوب تتضمن ثلاث مباريات احترافية ضمن المنافسات الرسمية للعبة. وتمثلت البيانات في نصوص التعليق المباشر، والتي خضعت للتحليل استناداً إلى نظرية وركز التحليل على تحديد (2002) السجل اللغوي التي قدمها ديل هامز (1974) والنظرية الصرفية لماكارثي المصطلحات المتخصصة المتكررة، وبيان طرائق تكوينها اللغوي، وتحليل معانيها في ضوء المشاركين والسياق والموضوع والوظيفة التواصلية. وأظهرت النتائج انخفاض كثافة السجل اللغوي المتخصص، وهو ما يعكس الحاجة إلى التواصل السريع والدقيق في بيئة تنافسية تتسم بتسارع الأحداث. كما تم تحديد 67 نوعاً من السجلات اللغوية بإجمالي 482 ظهوراً في البيانات، مما يدل على الاستخدام المستمر لمصطلحات موجزة للتعبير عن مواقف لعب وكشفت الدراسة أن هذه السجلات تشكل من خلال أنماط صرفية متنوعة، كما تكتسب دلالاتها الخاصة. معقدة من البيئة التنافسية للعبة وسياق استخدامها. ومن الناحية الوظيفية، يسهم السجل اللغوي في تسهيل التواصل الفوري، وتعزيز الفهم المشترك، وترسيخ المعرفة المتخصصة بين اللاعبين والجمهور. وتُسهم هذه الدراسة في مجال علم اللغة الاجتماعي من خلال إظهار أن السجل اللغوي يمثل مورداً لغوياً ديناميكياً داخل البيئات الرقمية التنافسية الحديثة.

ABSTRAK

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Keywords: Komentar Play-By-Play, League of legends, Register

Dalam siaran esports, komentator mengandalkan terminologi yang ringkas dan sangat bergantung pada konteks untuk menggambarkan aksi serta strategi yang berlangsung cepat, khususnya dalam permainan League of Legends. Penelitian sebelumnya umumnya membahas bahasa dalam permainan secara luas, sementara analisis register dalam komentar play-by-play, terutama pada konteks kompetitif tingkat tinggi seperti turnamen internasional, masih terbatas. Kesenjangan ini menunjukkan perlunya kajian yang menempatkan register tidak hanya sebagai fitur linguistik, tetapi juga sebagai alat fungsional dalam wacana esports. Penelitian ini bertujuan untuk menganalisis jenis-jenis register yang digunakan dalam komentar play-by-play League of Legends, pola morfologisnya, serta makna kontekstual yang dibentuk oleh faktor social. Pendekatan kualitatif digunakan dengan data yang dikumpulkan dari siaran resmi YouTube semifinal League of Legends World Championship 2025 antara T1 dan TES. Pertandingan tersebut menggunakan format Best of Five dan terdiri atas tiga game. Data berupa transkrip komentar play-by-play dianalisis secara sistematis menggunakan teori register dari Dell Hymes (1974) dan teori morfologi dari McCarthy (2002). Analisis difokuskan pada identifikasi istilah-istilah khusus yang berulang, proses pembentukan kata, serta maknanya berdasarkan partisipan, konteks, topik, dan fungsi komunikatif. Temuan penelitian menunjukkan bahwa terdapat 67 jenis register dengan 482 kemunculan dari total 23.350 kata yang terdapat dalam komentar pertandingan. Register yang ditemukan sebagian besar berkaitan dengan aspek pertarungan (combat), strategi, objektif permainan, peran pemain (roles), dan ekonomi dalam permainan. Secara morfologis, register-register tersebut terutama dibentuk melalui proses compounding, affixation, clipping, dan initialism, sementara beberapa istilah lainnya mengalami spesialisasi makna dalam konteks permainan League of Legends. Secara fungsional, register-register ini membantu caster menyampaikan informasi permainan secara efisien, menjelaskan situasi pertandingan yang berubah dengan cepat, serta mempertahankan pemahaman bersama antara caster dan audiens esports.

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CHAPTER I

INTRODUCTION

This chapter presents a description of the background of the study, research questions, significance of the study, scope and limitation, and definition of key terms.

A. Background of the Study

The rapid growth of digital communication and esports has created new communicative environments that give rise to distinctive linguistic features. Within esports broadcasts, commentators frequently employ specialized vocabulary to describe game events, strategies, objectives, and player actions in a concise and efficient manner. According to Rukmana (2012), effective communication depends on a speaker's ability to select language that is appropriate to the context and purpose of interaction. In esports commentary, the use of register enables commentators to communicate complex information quickly while maintaining audience engagement. From a sociolinguistic perspective, this phenomenon is important because it demonstrates how language varies according to participants, setting, topic, and communicative function. Therefore, analyzing the register used in esports commentary can provide valuable insights into language variation and communication within contemporary digital communities.

Online gaming communities provide a space for social interaction among players from diverse backgrounds, leading to the emergence of distinctive language variations (Malisi et al., 2017). As a result, the language used in League of Legends

differs from that of other games. According to Wardhaugh (1998, cited in Rukmana, 2012), certain communities develop and intentionally use their own language, even when it may be difficult for outsiders to understand. Similarly, Usdiyanto (2003) states that registers emerge from activities involving people who share the same profession or field. In League of Legends, players and commentators use specialized terms and expressions to facilitate effective communication during gameplay and broadcasts. League of Legends is a Multiplayer Online Battle Arena (MOBA) game in which two teams of five players compete to destroy the opponent's Nexus through strategy, teamwork, and champion mastery. Its highest competitive stage is the World Championship (Worlds), an annual international tournament that brings together top teams from major regions such as the LCK, LPL, LEC, and LCS.

The League of Legends World Championship, commonly known as Worlds, is an international esports tournament that brings together the best teams from various regions and cultural backgrounds. During the event, players, commentators, and audiences frequently use specialized terms such as draft, gank, objective, and scaling, which are primarily understood within the gaming community. These terms function to facilitate efficient communication, convey strategic information, and reinforce group identity among players. Therefore, Worlds serves not only as a competitive event but also as a social space where distinctive language varieties emerge and develop. Trudgill (2000) and Holmes (2013) argue that different communicative roles require different linguistic resources. This phenomenon is evident in esports commentary, where commentators continuously shift between

describing gameplay, explaining strategies, evaluating player performance, and engaging the audience. As supported by Pratama (2022), register is a language variation associated with a particular community. Consequently, esports commentators provide an interesting context for examining the use of register in specialized communication.

There are several previous studies that the researcher has identified which can be used to strengthen the theoretical framework and discussion of this study. One such study is the study conducted by Sukmawati (2018) who analyzed news texts sourced from the Suara Merdeka newspaper. This study has similarities with this study, particularly in its discussion of the types of registers used and their functions in the context of communication. Furthermore, a study conducted by Zumaria (2022) used the film *Turning Red* as the object of research. The results of this study indicate four types of registers: formal, consultative, casual, and intimate. Furthermore, this study also utilized the theory of language functions to analyze the registers found, and the results showed that all types of registers are included in language functions. Another study conducted by Sofyanti (2021) used data in the form of interviews and discussions. This study explains that the choice of language variations by speakers is greatly influenced by the ongoing communication situation.

There is also a previous study conducted by Maharani (2021) which analyzed registers in Instagram as a social media platform. The study aimed to map and analyze the functional specifications of registers. The data were collected from eighteen Instagram accounts over a three-month period, with the accounts selected

based on their frequency of appearance within certain Instagram categories. This research is useful for describing the specifications and functions of register variations on Instagram, expanding readers' insights into the varieties of registers found on social media, and enriching perspectives in the field of sociolinguistics. Meanwhile, the study by Aziza (2022) aimed to examine sports registers more broadly and to obtain a list of words and phrases in online newspapers that are commonly used by sports teams when referring to particular terms. Both studies examined registers based on social media user behavior, while another focused on registers in football, and both provided glossaries of terms based on their respective findings. From these studies, it can be concluded that register contains various meanings that are bound by social context and distinctive linguistic forms, so that each term carries a specific meaning for the community that understands it.

This study takes data from the livestream video of the League of Legends Worlds 2025 competition broadcast on the YouTube platform. The selection of YouTube as a data source is in line with previous research that utilizes digital platforms in the study of language registers. Mardianawati (2021) examined registers on Gina Shkeda's YouTube channel and found two types of registers: consultative and casual registers, as well as two register meanings: affective and social meanings. Another study by Hidayati (2022) examined the form, meaning, and function of registers on the Soan Denny Caknan Podcast on YouTube, arguing that the platform has been widely accessed as an information medium. In addition, Putri (2025) analyzed variations in language registers on Safiya Nygaard's YouTube channel, while Yuanita (2022) identified register types, linguistic forms,

and language functions in beauty vlogger videos. Based on these studies, YouTube has proven effective as a source of authentic and easily accessible linguistic data.

This study analyzes the types of registers used by commentators during matches. The study of registers in sports commentary has been discussed in several previous studies. Winasis (2020), for example, examined the registers used in the commentary texts during the 2018 FIFA World Cup round of 16 match between France and Argentina. The results of this study revealed 137 registers classified into content word classes, noun phrases, and specific linguistic features in the conversation. Furthermore, Pažanin (2022) examined the differences and similarities between live text commentary (LTC) and sports announcer talk (SAT), highlighting the distinctive characteristics of LTC as a new register in English. Both studies demonstrate that sports commentary utilizes specific language variations to convey information, build interaction, and effectively reach audiences. Therefore, register analysis in match commentary is a relevant study in understanding language use in the context of sports and media communication.

The researcher also identified several studies on register that share similar research objects but differ in terms of sports disciplines. The first study was conducted by Ardianto (2020), who analyzed register use in the commentary of the World Cup of Pool Final 2017. This study differs from previous research because it focuses on an indoor sport. However, its objective remains the analysis of linguistic features and the use of pool register by commentators. Another study was conducted by Sagala (2024), who examined commentary in snooker matches, a cue sport. In this study, the researcher analyzed commentators' utterances to identify

snooker registers and their morphological patterns, and then interpreted their meanings and usage based on social context. The commentary in these matches employed a play-by-play style similar to that examined by Ardianto (2020). The results of both studies indicate that play-by-play commentary is generally used to describe in detail the events occurring during a match. In addition, the findings show that commentators do not solely target audiences who are already familiar with pool registers, but rather tend to address the general public, allowing audiences outside the pool community to still enjoy the match.

This research is inspired by two previous studies that examined language registers in esports play-by-play commentary. Saputra (2021) studied League of Legends commentators at the 2018 Worlds Finals with a focus on identifying register variations, namely closed and open registers. Meanwhile, Ningrum (2020) analyzed the 2019 Sea Games Dota 2 play-by-play commentary by examining technical vocabulary, morphological processes, and contextual influences on register use. Although both studies have provided valuable insights into esports registers, neither specifically explored how the morphological formation of gamer language functions within the communicative context of esports commentary.

Previous studies on register have examined various contexts, including newspapers, films, social media, YouTube content, and sports commentary. Several studies have also discussed register in esports commentary. However, limited attention has been given to how League of Legends registers are morphologically formed and contextually used in professional play-by-play commentary. Therefore, this study examines the register used in the 2025 League of Legends World

Championship Semifinal between T1 and TES by focusing on register categories, morphological patterns, and social factors through Hymes' SPEAKING framework.

B. Research Questions

Considering the background of the study above, the researcher formulates the research questions as follows:

- A. What types of registers are used in the play-by-play commentary of the 2025 League of Legends World Championship Semifinal between T1 and TES?
- B. What morphological patterns are found in the registers used in the play-by-play commentary?
- C. How do social factors influence the use of registers in the play-by-play commentary?

C. Significance of the study

This study is expected to provide both theoretical and practical significance. Theoretically, it contributes to the development of sociolinguistic research, particularly in the analysis of language registers within the rapidly growing field of esports. By examining the registers used in League of Legends play-by-play commentary, this study offers insights into the use of language in digital communication and expands the understanding of how language functions in contemporary media platforms. Furthermore, the study enriches existing research on the relationship between morphological processes and social context by demonstrating how specialized vocabulary is formed and used in professional

esports communication. Practically, this study helps readers understand the meanings and functions of specialized gamer vocabulary commonly used during professional matches. It also provides insight into how commentators employ efficient and effective communication in fast-paced live broadcasts. In addition, the findings may serve as a useful reference for future researchers interested in language variation, digital discourse, and esports-related communication.

D. Scope and limitation

This study focuses on the analysis of linguistic forms found in the utterances delivered by play-by-play commentators (casters) during the League of Legends Worlds 2025 Semifinal match between T1 and TES. The data were obtained from an official match video uploaded on YouTube, with a total duration of approximately 4 hours and 7 minutes. The study is limited exclusively to play-by-play commentary because it provides real-time descriptions of in-game actions, objectives, teamfights, and strategic movements, resulting in the frequent use of specialized League of Legends terminology. This makes play-by-play commentary a rich and relevant source of register data. In contrast, color commentary mainly contains analysis, opinions, and interpretations that are less relevant to the research objectives. This limitation helps maintain data consistency and ensures that the analysis focuses on registers used in professional esports broadcasts. However, since the study relies on a single match as its data source, the findings cannot fully represent all registers used in League of Legends gameplay or esports commentary in general.

E. Definition of Key Terms

1. Register

Register is a language variation in society that is formed due to similarities in profession or occupation and is used situationally according to a particular context.

2. League of Legends

League of Legends is a popular MOBA game that brings together two teams of five players with the objective of destroying the opponent's Nexus through strategy, mechanics, and teamwork. The game involves two competing teams aiming to destroy the opponent's main base through the application of strategy, team coordination, and mastery of characters known as champions.

3. Worlds

League of Legends Worlds is an annual international esports tournament that brings together the world's best teams to compete for the world championship title.

4. Play-by-Play

Play-by-play commentary is commentary speech focuses mainly on the action of the match and aims to communicating the occurrences of the moment in the match.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter will explain and review the theories used in this research and provide a brief explanation of the object of study. This research focuses on register features in the commentary of the League of Legends Worlds 2025 semifinal match between T1 and TES. These features include variations in vocabulary and morphological patterns that can be identified as typical registers in the context of the League of Legends game. Several theories from experts are used as the basis for this research. The main theory applied in this study is the SPEAKING model proposed by Dell Hymes (1974), which is used to analyze the contextual factors of communication in speech events. In addition, to analyze morphological patterns, this research also employs the morphological pattern theory proposed by McCarthy (2002).

A. Register

In sociolinguistics, register refers to the variation of language used in a particular context and is influenced by social and functional factors. Register encompasses the lexical and grammatical choices speakers use to convey meaning effectively, making language dynamic and adaptive to communication situations. Halliday and Hasan (1985) emphasized that language variation does not arise randomly but is influenced by the social context, communication goals, participants, and interaction situations. In League of Legends matches, commentators use specialized terms and distinctive sentence structures to convey

information quickly and engagingly, thus establishing a register recognized within the esports community.

Esports commentators, or casters, use a distinctive register depending on the type of match being broadcast. In studies of language variation, register is closely related to a particular profession or topic (Trudgill in Sutherland, 2015). This view is consistent with the concept of communicative competence proposed by Dell Hymes (1974), which emphasizes that language use is shaped by the context of communication, the participants involved, the purpose of interaction, and the norms governing speech events. In esports broadcasts, commentators adjust their language to the communicative context by employing specialized gaming terminology and concise expressions that facilitate rapid information delivery. This phenomenon can be observed in the play-by-play commentary of the League of Legends Worlds 2025 Semifinals between T1 and TES, where casters use technical terms and short utterances to report game events efficiently and maintain audience engagement.

Based on these perspectives, register can be understood as a language variation associated with a particular profession, activity, or social community and used in specific communicative contexts. Registers possess distinctive linguistic characteristics that support effective communication among members of a particular group. Individuals outside the community may encounter difficulties in understanding the specialized vocabulary and expressions because they differ from everyday language use. Therefore, this study aims to analyze and identify the register used in the play-by-play commentary of the League of Legends Worlds

2025 Semifinals between T1 and TES, focusing on gamer language, register variation, and morphological patterns found in the live broadcast.

B. The Linguistic Features of Register

Language variations or registers are closely related to specific professional or social groups. The use of language is also influenced by the communicative context in which interaction takes place. According to Dell Hymes (1974), language should be understood within the context of speech events, including the participants, purposes, settings, norms, and other factors that shape communication. Different communicative contexts encourage speakers to select linguistic forms that are appropriate for particular situations and audiences. Similarly, Damayanti (2017) states that register is the use of language by a particular group that can be optimally understood by members who share the same field of activity.

The linguistic characteristics of a register develop in response to the communicative needs of a particular community. In professional settings, speakers often require language that supports efficiency, precision, and rapid information exchange. From Hymes' perspective (1974), these linguistic choices are influenced by the context of communication and the social conventions governing a speech event. As a result, professional communities develop distinctive vocabulary, expressions, and language patterns that facilitate effective interaction among their members.

Based on this explanation, the linguistic features of a register can be identified as markers that distinguish the communication style of one group from another.

These features may include specialized vocabulary, morphological patterns, syntactic structures, and other language forms that emerge within a particular communicative context. Since register features can be examined through vocabulary and morphological patterns, this study focuses on analysing the vocabulary and morphological patterns found in the play-by-play commentary of the League of Legends Worlds 2025 Semifinal between T1 and TES.

1. Vocabulary

Vocabulary refers to a collection of words used in a particular context or field, such as education, sports, or everyday life. Hatch and Brown (1995) state that vocabulary is a list of words in a language used by speakers to communicate. Meanwhile, Heibert (1995) view vocabulary as knowledge of word meanings. Nunan (1999) also emphasizes that vocabulary is a collection of words needed for someone to communicate effectively, both orally and in writing. Therefore, vocabulary is a central element in language mastery, because without adequate word mastery, language structures cannot be utilized optimally. Furthermore, vocabulary is the main foundation of language skills, supporting the ability to speak, listen, read, and write (Renandya & Richards, 2002). Thus, vocabulary includes aspects of meaning, usage, spelling, and pronunciation as part of language competence.

Vocabulary plays a crucial role in the language learning process and can be understood as a fundamental skill essential for developing reading, speaking, writing, and listening skills. Without sufficient vocabulary

knowledge, a person may experience difficulties in communicating and expressing ideas and feelings, both verbally and in writing. In a study of register analysis, Wardhaugh (2010) stated that vocabulary elements related to a particular professional group can be identified as registers. According to Dell Hymes (1974), language use is closely connected to the communicative context in which it occurs. Different speech communities develop specific vocabulary to support communication and interaction among their members. Thus, vocabulary functions not only as a means of communication but also as a marker of social and professional identity within a particular language context.

To illustrate this point, League of Legends casters employ specialized vocabulary that is understood primarily within the context of the game. Individuals outside the League of Legends speech community, such as professional players, coaches, analysts, casters, and dedicated fans, may have difficulty understanding the meaning of these terms. According to Dell Hymes (1974), members of a speech community share linguistic knowledge and communicative practices that facilitate interaction among them. In the context of League of Legends, terms such as gank refer to a strategy of suddenly attacking an opponent with the assistance of teammates, while teamfight refers to a large scale battle involving most or all members of both teams during an important moment of the match. Furthermore, objective refers to an important target in the game that can influence the course of the match. These terms represent

specialized vocabulary used in play-by-play commentary and differ from everyday language. Moreover, this study identified many other unique League of Legends terms, and the examples mentioned above represent only a small portion of the vocabulary found in the data. Therefore, this study presents a list of vocabulary specifically used within the context of the game, demonstrating the close relationship between vocabulary and register.

2. Morphology Pattern

According to Yule (2010), morphology is a branch of linguistics that studies the form and structure of words. Morphology examines how a word can be broken down into its smallest meaningful units, called morphemes. Morphemes consist of free morphemes, which are morphemes that can stand alone as words, and bound morphemes, which are morphemes that must be attached to other forms to form meaning. In line with this, McCarthy (2002) states that morphology focuses on the internal structure of words and the relationships between their constituent components, including the morphemes that make them up. Thus, morphology not only studies word form, but also the process of formation and the interconnectedness of meaning resulting from the combination of these morphemes. The following describes the process of developing vocabulary for a specific occupational group:

a. Affixes

According to McCarthy (2002), morphemes consist of free morphemes and bound morphemes, known as roots and affixes. Free morphemes or roots are the elements that best represent the basic meaning of a word. Meanwhile, bound morphemes or affixes are divided into prefixes and suffixes based on their position. Prefixes are attached before the root word, as in unhappy, re-write, and dis-agree, while suffixes are placed after the root word, as in blind-ness and fold-able.

The addition of prefixes and suffixes can maintain or change word classes. McCarthy (2002) explains that in forms like drop-let and mother-hood, the suffixes -let and -hood do not change word classes because they both still function as nouns; this process is considered inflection. Conversely, in the example of beauti-fy, the derivational suffix -(i)fy changes a noun into a verb. Thus, the process of affixation plays an important role in word formation and changes in meaning and word class in language.

b. Compound

Compounding is one of the processes in forming new vocabulary. Compound words are formed by combining two or more root words into a single lexical unit (McCarthy, 2002). Internally, compounds have characteristics similar to phrases, but syntactically function as a single word. McCarthy (2002)

states that the meaning of compound words tends to be unique and cannot always be directly guessed from the meaning of each of their constituent elements. This shows that the results of compounding can have interpretations that develop according to their use in certain contexts. In addition, McCarthy (2002) proposes several types of compounds based on the category of word class and formation pattern, which will be explained as follows:

1.) Compound Verb

Generally, compound verbs refer to verbs formed through the combination of two or more words functioning as a single unit of meaning.

1. Verb verb: breakdance, sleepwalk
2. Noun verb: babysit, proofread
3. Adjective verb: highlight, blacklist
4. Preposition verb: underestimate, overthink

2.) Compound adjective

Compound adjective is an adjective formed by combining two or more words functioning as a single modifier.

1. Noun adjective: sugar-free, duty-free
2. Adjective-adjective: dark blue, light green
3. Preposition adjective: underweight, overconfident

3.) Compound Noun

Compound nouns can be distinguished from noun phrases by their characteristic left-headedness. Here are some examples of compound nouns whose head is on the left and formed from various other main word classes.

1. Verb noun: pickpocket, playground
2. Noun noun: football, snowman
3. Adjective noun: blackboard, greenhouse, fullmoon
4. Preposition noun: underground, insideout

c. Clipping

Clipping is one of the word-formation processes discussed in morphology. According to McCarthy (2002), clipping refers to the reduction of a longer lexical item into a shorter form without significantly changing its meaning or grammatical function. The clipped form generally retains the same semantic reference as the original word but is more economical and convenient in communication. This process is commonly found in both everyday language and specialized registers, where speakers prefer shorter expressions to facilitate rapid interaction.

Clipping can be categorized into several types. Back clipping involves removing the final part of a word, such as ad from advertisement and exam from examination. Front clipping removes the initial part of a word, such as phone from telephone.

Less common types include middle clipping, which removes a portion from the middle of a word, and complex clipping, which affects more than one element in a compound expression. The use of clipping demonstrates how language users adapt vocabulary to achieve greater efficiency while maintaining comprehensibility (McCarthy, 2002).

d. Initialism

Initialism is a word-formation process in which a lexical item is created from the initial letters of a series of words, with each letter pronounced separately. According to McCarthy (2002), initialism belongs to the broader category of abbreviatory word formation, which reduces longer expressions into shorter forms for efficiency in communication. Unlike acronyms, which are pronounced as single words, initialisms are articulated letter by letter. Examples include BBC for British Broadcasting Corporation, DVD for Digital Versatile Disc, and USA for United States of America.

The use of initialisms is particularly common in specialized fields such as technology, business, medicine, and gaming communities, where lengthy terms frequently occur. By shortening complex expressions, initialisms enable speakers to communicate information more quickly while preserving the original meaning. In many cases, the abbreviated form becomes

more familiar than the complete expression. As a result, initialism is considered a productive morphological process that reflects the tendency of language users to maximize communicative efficiency and linguistic economy (McCarthy, 2002).

C. Types of Register in League of legends

The concept of register has been interpreted in different ways within sociolinguistic studies. Some linguists classify register according to levels of formality, such as frozen, formal, consultative, casual, and intimate styles (Joos, 1967). However, this study does not adopt the classification based on formality levels because the focus of the research is not on the degree of formality used by the speakers. Instead, this study examines the specialized vocabulary used in the play-by-play commentary of League of Legends and categorizes the identified registers according to their semantic functions within the game context.

According to Halliday and Hasan (1985), register is closely related to the context of situation and the linguistic choices speakers make to achieve particular communicative purposes. In professional and specialized communities, vocabulary often develops around specific activities and functions. Similarly, the League of Legends community employs a large number of specialized terms that represent particular gameplay concepts, actions, roles, objectives, and systems. To facilitate the analysis of these terms, the registers identified in this study are

classified into several semantic categories based on their primary functions in gameplay communication.

The categories consist of combat terms, role terms, map and objective terms, strategy terms, economic terms, and system or status terms. Combat terms refer to vocabulary associated with direct battles and confrontations between players, while role terms designate player positions or character functions within a team. Map and objective terms describe locations and important targets on the game map. Strategy terms represent tactical actions and decision-making processes employed by players during matches. Economic terms are related to resource management and gold acquisition, whereas system and status terms refer to game mechanics, character conditions, and system-based features. These categories are used solely as analytical classifications to organize and interpret the specialized vocabulary found in the commentary and should not be understood as different sociolinguistic registers in the traditional sense.

Therefore, the term types of register in this study refers to semantic categories of specialized vocabulary based on their functions within the League of Legends gameplay environment rather than classifications of language formality. This categorization provides a systematic framework for examining how esports commentators employ specialized language to communicate gameplay events efficiently and accurately during live broadcasts.

D. Context

1. Social Factor Influencing Register Use

In sociolinguistic studies, language variation is closely related to the context in which communication takes place. Dell Hymes (1974) developed the SPEAKING model to examine the factors influencing language use in speech events. The model consists of eight components:

a. Setting

Setting and Scene refer to the physical location, time, and psychological atmosphere in which a speech event occurs. According to Dell Hymes (1974), communication is influenced by the environment and situation surrounding the interaction. In this study, the setting is the live broadcast of the League of Legends Worlds 2025 Semifinals match between T1 and TES, streamed through YouTube. The scene is characterized by a highly competitive and exciting esports atmosphere. The fast-paced nature of the match requires commentators to deliver information rapidly and clearly. This environment encourages the use of concise and specialized register terms such as *gank*, *dive*, and *teamfight* to describe gameplay events efficiently.

b. Participant

Participants refer to the individuals involved in a speech event, including speakers and listeners. According to Hymes (1974), the roles and relationships of participants influence how language is used during communication. In this study, the participants consist of the casters (commentators) and the audience watching the League of

Legends Worlds 2025 Semifinals match between T1 and TES. As speakers, the commentators are responsible for providing real-time descriptions and explanations of gameplay events. The audience consists of esports viewers with different levels of game knowledge, ranging from casual viewers to experienced players. This participant structure influences the commentators to use both specialized gaming registers and explanatory language to maintain audience understanding and engagement.

c. Ends

Ends refer to the purposes and expected outcomes of a speech event. According to Hymes (1974), every communicative event is directed toward certain goals. In this study, the primary purpose of the commentary is to inform viewers about ongoing gameplay events while maintaining excitement throughout the match. The commentators explain strategies, highlight important moments, and provide updates on the game's progress. The expected outcome is that viewers can understand the match more easily and remain engaged during the broadcast. These purposes encourage the use of specific register terms that communicate complex game concepts efficiently.

d. Act Sequence

Act Sequence refers to the form and content of messages as they are delivered during communication. According to Hymes (1974), this

component concerns what is said and the order in which it is communicated. In this study, the act sequence consists of real-time descriptions of gameplay actions, strategic decisions, and match developments. The commentators report events chronologically as they occur, such as champion eliminations, objective captures, and team fights. To maintain efficiency and accuracy, they frequently use register terms such as *shutdown*, *rotation*, *roam*, and *objective*, which convey specific meanings within the League of Legends community.

e. Key

Key refers to the tone, manner, or spirit in which a message is delivered. According to Hymes (1974), the same message may have different meanings depending on the speaker's tone. In this study, the commentators generally use an enthusiastic and energetic tone to reflect the excitement of the match. During intense moments, such as team fights or decisive plays, the commentary becomes more dramatic and expressive. In contrast, the tone becomes more analytical when discussing strategies or player decisions. This variation in tone helps maintain audience engagement and enhances the entertainment value of the broadcast.

f. Instrumentalities

Instrumentalities refer to the channel and form of communication used in a speech event. According to Hymes (1974), communication

may occur through different media and linguistic forms. In this study, the communication channel is a live digital broadcast on YouTube, while the language used is spoken English. The commentators rely on verbal communication supported by visual gameplay footage. The use of spoken language in a fast-paced esports environment encourages the frequent use of abbreviated and specialized register terms that allow information to be conveyed quickly and efficiently.

g. Norms

Norms refer to the social rules and expectations governing communication. According to Hymes (1974), participants follow certain conventions that influence how language is interpreted and used. In this study, commentators are expected to provide accurate information, remain professional, and use terminology familiar to the esports community. The audience also expects the use of gaming-specific vocabulary because such terms are commonly accepted within League of Legends broadcasts. As a result, the use of register terms such as *farm*, *snowball*, and *macro play* follow the communicative norms established within esports commentary.

h. Genre

Genre refers to the type or category of speech event. According to Hymes (1974), different genres have distinct communicative characteristics and language patterns. In this study, the genre is play-

by-play esports commentary. This genre focuses on providing immediate descriptions of ongoing actions during a competitive match. It requires speed, accuracy, and audience engagement. Consequently, commentators frequently employ specialized League of Legends registers to describe gameplay events efficiently while maintaining the flow of communication throughout the broadcast.

These components help explain the social circumstances surrounding communication and the reasons speakers choose particular linguistic forms. In the context of esports commentary, factors such as the participants involved, the setting of the broadcast, the communicative purpose, and the conventions of play-by-play commentary may influence the use of specialized League of Legends registers. Therefore, Hymes' SPEAKING framework is employed to identify and explain the social factors that affect register use in the play-by-play commentary of the League of Legends Worlds 2025 Semifinal match between T1 and Top Esports.

E. Language of League of Legends

League of Legends is one of the most popular multiplayer online battle arena (MOBA) games in the world and has become an important part of esports. Besides being a competitive game, League of Legends also creates a unique language environment where players and commentators use specific terms in communication. In this community, communication depends on shared vocabulary

that is usually understood only by players, commentators, and audiences who are familiar with the game. As a speech community, League of Legends players and commentators use special terms such as *gank*, *farm*, *buff*, and *lane*. These terms have different meanings from their common meanings in everyday English because they refer to specific actions, roles, and strategies in the game. The meanings of these terms are developed through repeated use within the gaming community.

The language used in League of Legends is also fast and concise because the game itself moves quickly. Commentators need to deliver information clearly and immediately during the match. Therefore, many terms are shortened, modified, or used in a special way to explain complex situations efficiently. According to Dell Hymes (1974), language use is shaped by the communicative context of a speech event, including the participants, purposes, setting, and norms of interaction. In the context of esports commentary, these communicative factors encourage commentators to use specialized vocabulary that enables information to be conveyed accurately and efficiently. In addition, morphological processes are also important in forming gaming terminology. Words such as *ganking*, *farming*, and *tanking* are examples of affixation through suffixation, while terms such as *teamfight* and *powerspike* are examples of compounding. McCarthy (2002) explains that affixation and compounding are common processes used to create new vocabulary and meanings.

In digital communication, language also changes and develops according to the needs of the community. Crystal (2006) explains that language variation is influenced by situational factors and internet communication often encourages

creativity in language use. This can be seen in esports commentary, where new terms and expressions continue to appear to support fast communication during live matches.

From a sociolinguistic perspective, the register used in League of Legends also functions as a shared code between commentators and audiences. Specialized terms make communication more efficient and also show shared understanding within the esports community. As a result, audiences who understand these terms can follow the match more easily and feel more involved in the game.

In match commentary, especially in sports and esports, there are two main types of commentary: play-by-play commentary and color commentary. Play-by-play commentary focuses on describing events that happen directly during the match, while color commentary gives analysis, interpretation, and additional information about the game. In esports, play-by-play commentary is commonly used during important moments because the commentators need to describe actions quickly and clearly. Therefore, the language used is usually short, specific, and easy for audiences to understand.

The match format also influences the language used in commentary. Professional League of Legends competitions usually use a Best of Five (Bo5) format, where two teams compete until one team wins three games. This format creates continuity between games because each round is connected through strategy changes, adaptation, and team performance throughout the series.

In play-by-play commentary, the Bo5 format encourages commentators to use more contextual language. Commentators not only describe actions in one game, but also connect them with previous games, team momentum, and strategy adjustments during the series. Because of this, terms such as *comeback*, *momentum shift*, and *match point* are often used and have specific meanings in the Bo5 context. Therefore, the Bo5 format contributes to the development of register and supports efficient communication in esports commentary.

CHAPTER III

RESEARCH METHODS

This chapter describes the methods and procedures used in this research, including the research design, data source, research instrument, data collection, and data analysis.

A. Research Design

This study employs a qualitative descriptive textual analysis approach. According to Yusuf (2014), qualitative descriptive research aims to provide a systematic description and interpretation of a phenomenon based on naturally occurring data. This approach is appropriate because the study aims to identify, describe, and interpret register items found in esports commentary. The data consist of naturally occurring language that requires contextual and linguistic analysis rather than statistical measurement. Therefore, a qualitative approach enables the researcher to examine the forms, meanings, and communicative functions of registers within a specific communicative context. The unit of analysis in this study consisted of individual lexical items and multi-word expressions functioning as League of Legends registers in the play-by-play commentary.

This study applies textual analysis to examine language use in play-by-play commentary. To analyze the communicative context of the speech event, the study employs Dell Hymes' SPEAKING Model (1974), which consists of Setting and Scene, Participants, Ends, Act Sequence, Key, Instrumentalities, Norms, and Genre. These components provide a framework for understanding how language is used

and interpreted within a particular context of communication. In addition, this study uses McCarthy's (2002) theory to analyze the morphological processes found in register terms, particularly affixation and compounding. Through this approach, the study aims to describe the linguistic characteristics of register and explain their functions within esports commentary.

B. Data Sources

The data of this study were obtained from the official broadcast video of the League of Legends World Championship 2025 Semifinal match between T1 and Top Esports (https://www.youtube.com/watch?v=1Z_bBZsLhyg). The video has a total duration of approximately 4 hours and 7 minutes and contains the complete commentary delivered throughout the match. The match was played in a Best of Five (Bo5) format and ended with a 3–0 victory for T1. The commentary was delivered by professional casters Clayton Raines, Andrew Day, and Daniel Drakos. This study focuses exclusively on play-by-play commentary because it provides real-time descriptions of in-game actions, objectives, teamfights, and strategic movements as they occur. As a result, play-by-play casters frequently use specialized League of Legends terminology, making their speech a rich source of register data. In contrast, color commentary mainly contains analysis, opinions, and interpretations. Therefore, limiting the data to play-by-play commentary helps ensure data consistency and provides the most relevant linguistic data for analyzing register use in professional esports broadcasts.

C. Research Instrument

In this study, the researcher served as the primary research instrument and was directly involved in collecting, selecting, classifying, and interpreting the data. The researcher identified register terms used in the play-by-play commentary and analyzed their forms, meanings, and functions based on the theoretical framework employed in the study. According to Creswell (2014), the researcher is the primary instrument in qualitative research because data collection and interpretation rely on the researcher's understanding and analytical judgment. To support the research process, several supporting instruments were used, including transcription sheets, coding tables, classification checklists, the Merriam-Webster Online Dictionary, and League of Legends glossary sources. These instruments assisted in organizing, categorizing, and verifying the data systematically.

D. Data Collection

Data collection is a method used by the researcher to obtain information related to the research problem and objectives (Sare, 2006). The data for this study were collected through several stages. First, the researcher watched the official broadcast video of the League of Legends Worlds 2025 Semifinal match between T1 and Top Esports to gain a general understanding of the gameplay and commentary. Second, the researcher identified the play-by-play commentary sections because they contained direct descriptions of in-game actions and events relevant to the research objectives.

Afterward, the researcher attempted to transcribe the commentary using the Otter application. However, numerous transcription inaccuracies were found during the preliminary analysis. Therefore, an alternative method was employed by obtaining the closed-caption transcript from the YouTube video through a subtitle extraction website. In this study, a word or expression was classified as a register when it functioned as a specialized term within the League of Legends community and carried a meaning that was specific to the gameplay context. The identification of register terms was not based only on whether their meanings differed from those found in general dictionaries, but also on whether they represented concepts, actions, roles, objectives, or mechanics that were uniquely understood within the game

However, only play-by-play commentary was selected as the data source for this study. Play-by-play commentary refers to utterances that provide real-time descriptions of gameplay events as they occur during the match. The selection was based on the communicative function of the utterance. Utterances describing champion movements, teamfights, kills, objective captures, combat actions, and other in-game events were categorized as play-by-play commentary and included in the data. In contrast, utterances focusing on analysis, interpretation, predictions, background information, or strategic evaluation were categorized as color commentary and excluded from the analysis.

Finally, the researcher repeatedly compared the transcript with the original video to verify its accuracy and make necessary corrections. This verification

process is important in qualitative research to ensure that the collected data accurately represent the original source (Creswell, 2014).

E. Data Analysis

Data analysis is an important stage in this research because it helps the researcher understand and interpret the collected data. The data analyzed in this study were obtained from the play-by-play commentary of the League of Legends Worlds 2025 Semifinal match between T1 and Top Esports. The data were analyzed through several stages. First, the researcher repeatedly read the verified transcript of the play-by-play commentary to gain a comprehensive understanding of the data. Second, words and expressions that potentially functioned as League of Legends registers were identified and extracted from the transcript. Third, the identified terms were examined to determine whether they represented specialized registers within the context of League of Legends esports commentary. Their meanings were verified using the Merriam-Webster Online Dictionary and the League of Legends glossary provided by Mobalytics.

In this study, the types of register refer to semantic categories of League of Legends terminology rather than classifications based on levels of language formality. The identified register terms were classified into six categories, namely combat terms, strategy terms, role terms, map/objective terms, economic terms, and system/status terms. These categories were used to organize the specialized vocabulary according to its primary function within the gameplay context.

After the identification and classification processes, the researcher calculated the frequency of occurrence of each register term (tokens) and the number of different register terms (types). This study distinguishes between register types and register tokens. A register type refers to a distinct specialized term identified in the data, while a register token refers to each occurrence of that term in the commentary. For example, the term *dive* is counted as one register type, but every occurrence of *dive* in the transcript is counted as a register token. This distinction was used to determine both the variety of register terms and their frequency of use in the play-by-play commentary. The identified registers were then analyzed to determine their meanings based on the context in which they were used during the match. Furthermore, the researcher analyzed the communicative functions of the identified registers using Hymes' (1974) SPEAKING framework. The analysis focused on how contextual factors, including participants, setting, topic, and communicative purpose, influenced the use of registers in the play-by-play commentary. The morphological patterns of the register terms were also examined using McCarthy's (2002) theory of word formation. Finally, the researcher interpreted the findings and drew conclusions based on the results of the analysis.

CHAPTER IV

FINDINGS AND DISCUSSIONS

This chapter contains findings and discussions related to the research questions. A summary of the research results is compiled based on theories proposed by experts. The results are then interpreted based on the formulated research questions. All findings and discussions are presented in this chapter.

A. Findings

Since this study focuses on identifying registers found in play-by-play commentary during the League of Legends Worlds 2025 Semifinals, the following findings include an analysis of play-by-play descriptions, the vocabulary used, and the morphological patterns that emerge, along with a brief explanation of their use within the communicative context of esports commentary. This study is primarily limited to play-by-play descriptions; therefore, speech produced by parties other than the commentators is not included in the transcription. In the process of analyzing the registers found in the play-by-play commentary of the match, the researcher applied Dell Hymes' SPEAKING framework. This framework is considered appropriate for explaining how language is used within a particular communicative event by considering elements such as setting, participants, ends, act sequence, key, instrumentalities, norms, and genre.

During the process of identifying the play-by-play commentary in the League of Legends Worlds 2025 Semifinals, which consisted of three rounds, the researcher found 482 tokens that can be categorized as League of Legends registers, including

repeated words. From these tokens, 67 distinct register types were identified in the commentary. The data were drawn from a total of 23,350 words spoken by the casters during the match, consisting of 9,336 words in the first round, 7,131 words in the second round, and 6,883 words in the third round. Overall, the occurrence of registers accounts for approximately 2.06% of the total data. This relatively small proportion of game-specific vocabulary compared to the total number of words indicates that the commentary tends to be designed for a broad audience. The casters did not rely exclusively on technical vocabulary, possibly because the broadcast was intended for both experienced viewers and general audiences.

Furthermore, the researcher describes the vocabulary and morphological patterns found in the play-by-play commentary of the League of Legends Worlds 2025 Semifinals. The interpretation of vocabulary meaning is supported by Dell Hymes' SPEAKING framework, which helps explain how and why particular registers are used within the communicative situation of esports broadcasting. To support the interpretation, this study uses the reference source Terminology and Terms of League of Legends to explain the meanings of vocabulary related to the game. In addition, the Merriam-Webster Online Dictionary is used as a comparison to identify the general meaning and common use of the words in English. The analysis of morphological patterns is based on the theory proposed by McCarthy (2002), which explains two main processes of word formation: affixation and compounding. Through this analysis, the researcher identifies how certain gamer terms are formed linguistically, while the SPEAKING framework is used to interpret how these forms function within the communicative context of play-by-

play commentary. Finally, the researcher provides a general explanation of how these registers appear and function in match commentary to help explain the language used by commentators during the game.

1. Vocabulary of League of Legends

Table 2.1 Vocabulary Found in Play-by-Play Commentary

Vocabularies	Merriam-Webster Online Dictionary (meaning)	Contextual meaning	Type of game register	Freq
Aggro	deliberately aggressive, provoking, or violent behavior	the attention or targeting behavior of enemies toward a player or champion.	Combat Terms	1
Assassin	a person who commits murder	a class of champions that specialize in quickly eliminating high-priority enemy targets,	Role Terms	2
Bruteforce	relying on or achieved through the application of force, effort, or	a strategy where a player or team relies on raw power or direct attacks rather	Combat Terms	1

	power in usually large amounts instead of more efficient, carefully planned, or precisely directed methods	than complex tactics to defeat an opponent.		
Buff	a garment (such as a uniform) made of buff leather	a temporary effect that increases a champion's abilities, statistics, or overall strength	Map / Objective Terms	6
Camp	a place usually away from urban areas where tents or simple buildings (such as cabins) are erected for shelter or for temporary residence (as for laborers,	a specific location in the jungle area where neutral monsters appear and can be defeated by players to gain gold and experience.	Map / Objective Terms	15

	prisoners, or vacationers)			
Carry	to move (a person or thing) while holding or supporting	a player or champion who deals the most damage plays a major role in helping the team win the game	Role Terms	19
Champion	a winner of first prize or first place in competition	a playable character that a player controls during the game.	System/ Status term	23
Crowd Control	-	a category of status effects which limit movement or action.	Combat Terms	1
Dive	to plunge into water intentionally and especially headfirst	To pursue a specific target into a highly dangerous area, typically beneath an enemy turret.	Combat Terms	14
Draft	to select for some purpose such as to conscript for	the phase before the match begins where	Strategy Terms	18

	military service or to select (a professional athlete) by draft	teams select and ban champions		
Engage	to offer (something, such as one's life or word) as backing to a cause or aim	Successfully initiating a fight. Opposite of disengage	Strategy Terms	31
Face Check	-	A champion blindly walking into a brush to see if an enemy champion is hidden in there	Strategy Terms	1
Farming	the practice of agriculture or aquaculture	To seek out and kill creeps to obtain experience and gold	Economic Terms	5
Feed	An act of eating	To repeatedly die to the enemy team, giving them gold and experience.	Economic Terms	1
Gap	a separation in space	a significant difference in skill,	Economic Terms	5

		performance, or resources between two players or teams		
Gank	rob or defraud (someone) or to steal or take (something)	when one or more players suddenly attack an enemy in a lane	Strategy Terms	9
Teamfight	-	a large battle where multiple players from both teams fight at the same time, usually around objectives.	Combat Terms	18
Trade	the business of buying and selling or bartering commodities	an exchange of attacks that carries the implication of whether the exchange results in an advantage or not.	Combat Terms	17

The table above presents 17 representative League of Legends vocabularies selected from a total of 67 register types identified in the data,

with a combined frequency of 187 occurrences. These findings demonstrate that play-by-play commentary relies heavily on specialized registers related to strategy, combat, game systems, and objectives. Most of the vocabularies exhibit semantic specialization, as their meanings differ significantly from their general definitions in the Merriam-Webster Online Dictionary and acquire specific meanings within the League of Legends context. This specialization enables casters to communicate complex game actions, strategies, and mechanics efficiently during fast-paced matches. Furthermore, the use of these registers reflects the shared knowledge, communicative practices, and collective identity of the esports community, allowing commentators and audiences to interact through a common linguistic framework

2. Morphological Pattern of League of Legends Register

Language register is closely related to one linguistic feature, namely morphology. McCarthy (2002) states that morphology is a linguistic feature that examines the relationship between words in a structure, including the morphemes that form them as the main focus. He also explains that the process of vocabulary development can be divided into two processes: affixation and compounding. In this context, McCarthy also divides affixation into two processes. The first is prefix, where the morpheme is attached to the front of the root word. The second is suffix, where the morpheme is attached to the end of the root word. Another process is compounding, which is the formation of a word by combining two or more root words. Compounding

can further be classified based on the word class of its elements, such as noun, verb, and adjective (McCarthy, 2002).

a. Compounding

Table 1.2 Compounding Found in the Play-By- Play Commentary

Term	Word Class	Types of Compound
Teamfight	Noun + Noun	Noun compound
Gold Lead	Noun + Noun	Noun compound
Lane Control	Noun + Noun	Noun compound
Backline	Noun + Noun	Noun compound
First Blood	Adjective + Noun	Noun compound
Health Bar	Noun + Noun	Noun compound
Counterattack	Verb + Noun	Verb compound
Snowball	Noun + Noun	Noun compound
Shutdown	Phrasal Verb	Lexicalized Compound Noun
Draft Phase	Noun +Noun	Noun compound
Wave clear	Noun + Verb	Noun compound
Manapool	Noun + Noun	Noun compound
Late Game	Noun + Noun	Noun compound
Early Game	Noun + Noun	Noun compound
Spellbook	Noun + Noun	Noun compound
Team comp	Noun + Noun	Noun compound

The table above presents 16 types of League of Legends vocabulary formed through the compounding process, drawn from a total of 30 compound forms identified in the play-by-play commentary. These compound forms occurred 112 times throughout the analyzed data. The findings indicate that compounding is one of the dominant morphological processes used in League of Legends commentary. Most of the compounds are noun compounds, particularly those formed through noun + noun combinations. The dominance of noun compounds suggests that League of Legends commentary primarily focuses on naming game elements, objectives, strategies, and in-game events. Through these compound forms, casters can deliver information rapidly while maintaining accuracy and clarity for audiences who share knowledge of the game's terminology. Furthermore, the use of compounding reflects the tendency of esports discourse to create concise and information-dense vocabulary that efficiently communicates complex concepts during fast-paced gameplay. This finding demonstrates that morphological processes, particularly compounding, play a significant role in the formation and development of specialized registers within League of Legends esports commentary.

b. Affixation

Table 2.3 Affixation Found in the Play-By-Play Commentary

Term	Root	Affixes	Type of affix

Inflectional			
Ganking	Gank	-ing	Suffix
Roaming	Roam	-ing	Suffix
Diving	Dive	-ing	Suffix
Pushing	Push	-ing	Suffix
Snowballing	Snowball	-ing	Suffix
Trading	Trade	-ing	Suffix
Resetting	Reset	-ing	Suffix
Scaling	Scale	-ing	Suffix
Countering	Counter	-ing	Suffix
Farming	Farm	-ing	Suffix
Poked	Poke	-ed	Suffix
Drafted	Draft	-ed	Suffix
Tanking	Tank	-ing	Suffix
Zoned	Zone	-ed	Suffix
Camps	Camp	-s	Suffix
Stunned	Stun	-ed	Suffix

Derivational			
Jungler	Jungle	-er	Suffix
Laner	Lane	-er	Suffix
Outplay	Play	out-	Prefix
Misplay	Play	mis-	Prefix
Overcommit	Commit	over-	Prefix
Misposition	Position	mis-	Prefix
Overextend	Extend	over-	Prefix
Execution	Execute	-ion	Suffix
Feeder	Feed	-er	Suffix
Disengage	Engage	dis-	Prefix
Debuff	Buff	de-	Prefix

The table above presents 27 League of Legends register terms formed through the affixation process, which occurred 163 times throughout the analyzed play-by-play commentary. Among these, suffixes were found in 20 terms, while prefixes appeared in 7 terms. The findings indicate that inflectional affixation is more dominant than derivational affixation, particularly the suffix -ing in terms such as *ganking*, *roaming*, *diving*, and

farming. This pattern reflects the nature of play-by-play commentary, which focuses on describing ongoing actions during live gameplay. Overall, affixation contributes to the creation of concise and specialized vocabulary used to communicate game events efficiently.

c. Clipping

Table 2.4 Clipping Founds in Play-by-play Commentary

Term	Original Form	Type of Clipping
Ult / Ulti	Ultimate	Back Clipping
Bot	Bottom Lane	Back Clipping
Comp	Composition	Back Clipping
Mid	Middle Lane	Back Clipping
Top	Top Lane	Back Clipping
Supp	Support	Back Clipping

The table shows that six register terms in the League of Legends commentary were formed through the clipping process, namely ult, bot, comp, mid, top, and supp. All identified examples belong to the category of back clipping, where the final part of the original word or phrase is omitted while the core meaning remains unchanged. The findings indicate that clipping is used to create shorter and more efficient forms of communication, allowing commentators to deliver information quickly during fast-paced

gameplay. Although the number of clipping forms is relatively limited compared to other morphological processes, their presence demonstrates how linguistic economy influences the formation of esports registers.

d. Initialism

Table 2.2 Initialism Founds in Play-by-play Commentary

Term	Original Form	Type of Initialism
AD	Attack Damage	Pure Initialism
AP	Ability Power	Pure Initialism
HP	Health Points	Pure Initialism
CC	Crowd Control	Pure Initialism
AoE	Area of Effect	Pure Initialism
TP	Teleport	Pure Initialism

The table presents six register terms formed through the process of initialism in the League of Legends commentary, namely AD, AP, HP, CC, AoE, and TP. All identified terms belong to the category of pure initialism, in which the initial letters of a word or phrase are combined and pronounced letter by letter. The findings indicate that initialism is frequently used to represent complex game concepts in a concise and efficient form. This process enables commentators to communicate technical information rapidly while maintaining clarity among players and viewers who are familiar with

the terminology of League of Legends. Moreover, the use of initialisms reflects the tendency of esports communities to develop specialized linguistic forms that support fast-paced communication during gameplay.

B. Register used in play-by-play commentary

Play-by-play commentary represents a distinctive linguistic register in esports broadcasting. Casters use specialized terminology and game-related expressions to describe match events in real-time, allowing viewers to understand ongoing gameplay, strategies, and key moments. In the Semifinals of the League of Legends Worlds 2025 between T1 and TES, the commentary contains various registers related to game mechanics, player roles, objectives, and combat situations. To examine these registers, the researcher first analyzes their morphological patterns based on McCarthy's (2002) theory of word formation. However, morphological analysis alone does not explain why particular registers are used in esports commentary. Therefore, Hymes' SPEAKING framework is applied to interpret the communicative context in which the registers occur. While morphology explains how the registers are linguistically formed, the SPEAKING framework explains how and why they function in the interaction between commentators and audiences during a live esports broadcast. The identified registers are discussed in the following section.

1. Communicative Context of Play-by-Play Commentary Based on SPEAKING Framework.

To understand how League of Legends registers are used in play-by-play commentary, the researcher applies Hymes' (1974) SPEAKING framework. This framework explains the communicative context in which language is produced by examining the components of Setting, Participants, Ends, Act Sequence, Key, Instrumentalities, Norms, and Genre. Since all identified registers occur within the same communicative event, the SPEAKING components are discussed collectively rather than repeatedly for each register.

The *setting* of the communicative event is the live broadcast of the League of Legends Worlds 2025 Semifinal between T1 and Top Esports. The commentary takes place within a professional esports environment where information must be delivered rapidly and accurately in response to ongoing gameplay. The fast-paced nature of the match requires commentators to provide immediate descriptions and interpretations of in-game events.

The *participants* consist of the commentators as speakers and the esports audience as listeners. The commentators are responsible for describing gameplay, explaining strategic decisions, and maintaining audience engagement throughout the broadcast. The audience includes both experienced League of Legends players who are familiar with the game's terminology and casual viewers who rely on commentators to understand important events occurring during the match.

The *ends* of the communication are to inform, explain, and entertain. Commentators provide information about player actions, team strategies, objectives, and combat situations while simultaneously maintaining excitement and engagement for viewers. Therefore, the communication serves both informational and entertainment purposes.

The *act sequence* involves the real-time narration of gameplay events. Commentators continuously describe champion movements, combat interactions, objective control, strategic decisions, and significant turning points as they occur during the match. The sequence of communication closely follows the progression of gameplay itself.

The *key* of the interaction is dynamic, competitive, and enthusiastic. The tone frequently changes depending on the situation in the match. During routine gameplay, the commentary tends to be informative and analytical, whereas major combat situations such as team fights, objective contests, or decisive plays are often accompanied by increased excitement and emotional intensity.

The *instrumentalities* of communication consist of spoken language delivered through live esports broadcasting. The commentators primarily use English and frequently employ specialized League of Legends terminology to communicate information efficiently. These registers allow complex gameplay concepts to be expressed through concise and recognizable vocabulary.

The *norms* of interaction are influenced by the conventions of the esports community. Specialized terms such as *gank*, *teamfight*, *farm*, *shutdown*, and

objective are commonly understood within League of Legends discourse. The use of these registers reflects shared knowledge among players, commentators, and audiences regarding game mechanics, strategies, and competitive practices.

Finally, the *genre* of communication is play-by-play commentary. This genre focuses on providing immediate descriptions of ongoing events while maintaining the pace and excitement of the broadcast. As a result, commentators frequently rely on concise, information-dense expressions that enable them to communicate complex situations quickly and effectively.

The SPEAKING analysis indicates that the use of League of Legends registers is strongly influenced by several social factors, particularly participants, setting, topic, and communicative purpose. Because the commentary occurs in a live esports broadcast involving commentators and audiences who share knowledge of the game, specialized registers become necessary to facilitate efficient communication and audience understanding.

2. Analysis of League of Legends Registers in Play-by-Play Commentary

Based on the findings, the identified registers can be classified into six categories, namely strategy registers, combat registers, economic registers, role registers, map and objective registers, and system registers. These categories reflect different aspects of League of Legends gameplay that commentators must explain during a live broadcast. The use of these registers enables casters to communicate complex game mechanics, strategic decisions, player roles,

and match developments efficiently. Furthermore, many of the identified registers demonstrate semantic specialization, as their meanings differ from their conventional meanings in general English and acquire specific interpretations within the League of Legends community. In addition, the use of these registers is influenced by several social factors, including the participants involved in the communicative event, the setting of professional esports broadcasting, the communicative purposes of informing and entertaining audiences, and the linguistic norms shared within the League of Legends community. Therefore, the following analysis not only examines the categories of registers found in the commentary but also explains how social factors contribute to their use in professional esports communication.

a. Strategy Registers

Strategy registers refer to specialized terms used to describe tactical decisions, strategic planning, and coordinated actions performed by players throughout the match. The findings indicate that this category consists of nineteen registers, namely *All In*, *Counter Pick*, *Disengage*, *Draft*, *Engage*, *Face Check*, *Flank*, *Gank*, *Invade*, *Macro Play*, *Meta*, *Pathing*, *Power Pick*, *Reset*, *Rotation*, *Roam*, *Set Up*, *Snowball*, and *Split Push*. These registers are frequently used by commentators to explain how teams create advantages through planning, positioning, and decision-making rather than direct combat.

Several registers in this category describe movement and map control, such as *gank*, *invade*, *roam*, *pathing*, and *rotation*. These terms allow

commentators to explain how players move across the map in order to create pressure, secure objectives, or support teammates. Other registers, including draft, counter pick, power pick, and meta, are related to champion selection and strategic preparation before or during the match. Meanwhile, terms such as snowball, split push, and macro play describe broader strategic developments that influence the overall direction of the game.

From a communicative perspective, strategy registers enable commentators to summarize complex tactical concepts into concise expressions. Rather than providing lengthy explanations, casters can use these registers to communicate strategic information quickly and efficiently. Consequently, audiences are able to understand not only what happens during the match but also why certain decisions are made by professional players.

b. Combat Registers

Combat registers are specialized terms used to describe battles, attacks, abilities, and interactions between champions during gameplay. The findings show that this category contains twenty registers, namely *Ace*, *Aggro*, *AoE*, *Bruteforce*, *Burst*, *Crowd Control (CC)*, *Counter Attack*, *Debuff*, *Dive*, *Dodge*, *Execute*, *Hookshot*, *Poke*, *Projectile*, *Stun*, *Skirmish*, *Tanking*, *Teamfight*, *Trade*, and *Zoned*. This category represents the largest group of registers identified in the data.

The dominance of combat registers reflects the nature of play-by-play commentary, which focuses heavily on describing ongoing battles and player interactions. Registers such as *teamfight*, *skirmish*, and *ace* are used to describe combat situations of different scales, while *stun*, *crowd control*, and *debuff* explain effects that influence champion performance during engagements. Similarly, terms such as *burst*, *poke*, and *execute* describe various methods of dealing damage to opponents.

These registers perform an important communicative function because they allow commentators to report fast-paced combat situations efficiently. Through the use of specialized combat vocabulary, complex interactions involving abilities, positioning, and damage exchanges can be communicated in a clear and concise manner. As a result, viewers can follow the progression of battles more easily despite the rapid pace of professional matches.

c. Economic Registers

Economic registers refer to terms associated with resource acquisition, gold accumulation, and economic advantages obtained throughout the match. The findings indicate that this category consists of six registers, namely *Farming*, *Feed*, *First Blood*, *Gap*, *Gold Lead*, and *Shutdown*. These registers are used by commentators to explain how economic advantages are created, maintained, or lost during gameplay.

Among these registers, *farming* is closely related to resource collection, while *gold lead* and *gap* describe differences in economic

strength between players or teams. In contrast, *shutdown* and *first blood* represent important events that may significantly affect the economic balance of the game. The register *feed* is used to indicate situations in which repeated deaths provide resources and advantages to the opposing team.

The use of economic registers demonstrates that success in League of Legends is not determined solely by combat performance. Resource management and economic development also play crucial roles in determining match outcomes. Therefore, these registers help commentators explain the economic dimension of gameplay and its impact on strategic decision-making.

d. Role Registers

Role registers are specialized terms used to identify player responsibilities, champion functions, and positions within a team composition. The findings show that this category contains six registers, namely *Assassins*, *Backline*, *Carry*, *Frontline*, *Jungler*, and *Solo Laner*. These registers are important because they help commentators explain the specific duties performed by different champions and players throughout the match.

Some registers in this category refer to champion classes, such as assassins, while others describe positions and responsibilities within a team structure, including *carry*, *jungler*, and *solo laner*. Meanwhile, *backline* and *frontline* refer to positional roles during combat situations.

Together, these registers enable commentators to explain how team compositions function and how different players contribute to team success.

From a communicative perspective, role registers help audiences understand the relationship between champion selection and gameplay strategy. Through these terms, commentators can efficiently explain why certain players perform specific tasks and how those tasks influence the overall outcome of the match.

e. Map and Objective Registers

Map and objective registers refer to specialized terms associated with locations, resources, and strategic objectives found on the game map. The findings indicate that this category consists of nine registers, namely *Bottom Lane*, *Buff*, *Camp*, *Creeps*, *Mid Lane*, *Objective*, *Top Lane*, *Wave Clear*, and *Wave Push*. These registers are frequently used to explain map control, resource management, and objective prioritization during gameplay.

Registers such as *top lane*, *mid lane*, and *bottom lane* identify specific areas where gameplay activities occur. Meanwhile, *camp* and *creeps* refer to resource-generating elements that contribute to player growth. Other registers, including *wave clear*, *wave push*, and *objective*, are associated with controlling map pressure and securing strategic advantages.

The use of map and objective registers allows commentators to describe spatial information efficiently. These terms help viewers

understand player positioning, map movement, and objective control, all of which are essential elements of professional League of Legends competition.

f. System Registers

System registers refer to terms associated with the fundamental mechanics, attributes, and operational systems of League of Legends. The findings show that this category consists of seven registers, namely *Attack Damage (AD)*, *Ability Power (AP)*, *Champion*, *Health Point (HP)*, *Late Game*, *Spellbook*, and *Tier*. These registers are used to explain technical aspects of gameplay and provide audiences with information about the underlying systems that influence match outcomes.

Several registers in this category are related to champion statistics and attributes. For example, *AD*, *AP*, and *HP* describe important numerical aspects that influence combat effectiveness. Other registers, such as *champion* and *spellbook*, refer to gameplay systems and character mechanics. Meanwhile, *late game* and *tier* are used to describe stages of the match and classifications within the game environment.

These registers perform an informative function by helping commentators explain technical concepts that may not be immediately visible to audiences. Consequently, viewers can gain a better understanding of the mechanics and systems that shape strategic decisions and gameplay outcomes throughout professional matches.

C. Discussions

The findings show that League of Legends play-by-play commentary uses a specific set of registers to support effective communication during professional esports broadcasts. In this study, 67 register types with 482 occurrences were found in the commentary data. Although the number of registers is relatively small compared to the total number of words used by the commentators, these registers have an important role in delivering information quickly and accurately. This shows that commentators do not only use technical gaming terms, but also combine them with general language so that the broadcast can still be understood by a wider audience. At the same time, the use of specific gaming terms helps maintain accuracy in explaining gameplay situations.

One important finding of this study is the presence of semantic specialization. Many terms found in the commentary have meanings that are different from their general meanings in English. For example, terms such as farm, feed, carry, tank, gank, and dive do not refer to their common dictionary meanings. In the context of League of Legends, these terms refer to specific actions, roles, and situations in the game. This shows that language can develop according to the needs of a particular community. Through semantic specialization, complex gameplay situations can be explained using short and familiar terms. As a result, commentators are able to describe the match quickly without interrupting the flow of the broadcast.

The findings also show that the registers are closely related to the main aspects of League of Legends gameplay. Most of the terms found in the data refer to strategy, combat situations, player roles, objectives, map control, and economic

advantages. This pattern indicates that the language used in play-by-play commentary is influenced by the nature of the game itself. Since commentators need to describe actions, team movements, and strategic decisions in real time, they need vocabulary that is short, specific, and easy to understand within the gaming context. Therefore, the registers function as useful tools that help commentators explain complex gameplay events in concise expressions.

Another finding concerns the morphological formation of League of Legends registers. The analysis shows that compounding and affixation are the most common word-formation processes found in the data. Compounding appears in terms such as teamfight, gold lead, backline, spellbook, shutdown, and face check. The frequent use of compound forms shows that esports discourse tends to create compact terms that can represent complex ideas. Instead of explaining a situation in a long sentence, commentators can use one compound term that is already understood by members of the League of Legends community.

Affixation also plays an important role in the formation of esports vocabulary. The findings show that inflectional suffixes, especially -ing, appear in terms such as ganking, roaming, diving, trading, and farming. These forms are common because play-by-play commentary focuses on actions that are happening during the match. The use of -ing forms helps commentators describe ongoing actions directly and clearly. In addition, derivational forms such as jungler, laner, debuff, and disengage show how existing words can be modified to create new meanings related to specific roles and game mechanics.

The findings further show that esports commentary has its own linguistic conventions that make it different from other types of sports commentary. Many of the registers found in the data are familiar to League of Legends players, commentators, and fans, but they may be difficult to understand for people who are not familiar with the game. This means that register use is not only a way to communicate information, but also a marker of shared knowledge within the esports community. To understand these registers, the audience needs to know the game mechanics, objectives, roles, and strategies. Therefore, the vocabulary used in esports commentary reflects the shared experience and knowledge of the League of Legends community.

Based on the findings, League of Legends play-by-play commentary relies on specialized vocabulary and word-formation processes to support effective communication during live broadcasts. Compounding, affixation, clipping, and initialism contribute to the formation of short and meaningful expressions. These expressions help commentators describe complex gameplay situations quickly and clearly. This shows that esports has become a specific domain of language use, with its own vocabulary system and communicative patterns that continue to develop along with the growth of competitive gaming.

The findings of this study are related to previous studies on register analysis. Previous studies generally examined the forms, meanings, and functions of language used in particular contexts. However, they used different data sources and analytical focuses. For example, Sukmawati (2018) and Azizah (2022) examined registers in news texts and sports newspapers. In these contexts, the language had

already gone through an editorial process, so the registers were more structured and less affected by time pressure. In contrast, the present study analyzes live play-by-play commentary, where language is produced spontaneously while the match is happening. Because of this situation, commentators need to use concise and efficient language to respond quickly to in-game events.

Other studies, such as those conducted by Maharani and Mulyawan (2021), analyzed registers on social media. Although social media language may also contain specific registers, users still have time to edit or revise their posts before publishing them. This is different from play-by-play commentary, where commentators must speak immediately and continuously. Therefore, the context of language production has an important influence on the form and function of registers. The registers in esports commentary are shaped not only by the topic of the game, but also by the need for speed, clarity, and audience engagement during live broadcasts.

Previous studies on conventional sports commentary also show that registers are used to deliver information efficiently. For example, studies by Winasis (2020), Ardianto (2020), and Sagala (2024) show that commentators use special terms to describe match events and maintain the flow of the broadcast. However, esports commentary has different characteristics. In esports, many terms are directly related to game mechanics, character abilities, strategies, and digital systems. These terms often do not have simple equivalents in everyday language. Therefore, audiences need specific contextual knowledge to understand the commentary. In conventional sports, the actions are usually more visually familiar to general audiences, while in

esports, commentators often need to explain not only what happens, but also the meaning and importance of the action within the game system.

This study also has a connection with Saputra's (2021) research, which analyzed registers in League of Legends. Saputra's study focused on classifying registers into open and closed registers. This classification provides an important basis for understanding the types of registers used in the League of Legends community. However, the study was still limited to classification and did not fully explain how the registers are formed and used in the communicative context of match commentary. The present study develops this discussion by analyzing not only register categories, but also their morphological patterns and social factors. Therefore, the analysis does not stop at identifying register types, but also explains how and why these registers appear in play-by-play commentary.

Similarly, Ningrum's (2020) study is closely related to the present research because it also examines play-by-play commentary in esports, particularly in the 2019 SEA Games Dota 2 matches. Ningrum's research discusses technical vocabulary and morphological processes, such as compounding and clipping. This is similar to the present study because both studies pay attention to the formation of esports terms. However, the object of this study is different. This study focuses on League of Legends, which has its own game system, terminology, and community. These differences influence the types of registers used and the way the terms function in commentary. Therefore, this study adds to previous research by combining the analysis of register categories, morphological processes, and social context in one framework.

The discussion above shows that League of Legends play-by-play commentary uses a specialized language system that helps commentators communicate gameplay events efficiently during live broadcasts. The registers found in this study account for about 2.06% of the total data and are characterized by semantic specialization and morphological processes, especially compounding and affixation. These features allow complex game mechanics, strategies, and player actions to be expressed through short and meaningful terms. The findings also show that esports commentary has its own communicative conventions that reflect shared knowledge within the gaming community while still trying to remain understandable for broader audiences. Therefore, the language used in League of Legends commentary can be seen as a distinctive form of register that supports effective communication in professional esports broadcasting.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion and suggestions of the study. The conclusion outlines the main findings and contributions of the research, while the suggestion section provides recommendations for future studies based on the scope and limitations of the present research

A. Conclusion

Based on the analysis of the play-by-play commentary, this study concludes that League of Legends commentary uses specialized vocabulary as a form of register in professional esports broadcasting. The analysis focused on three main aspects: the types of game-related registers used by the commentators, the morphological patterns found in those registers, and the social factors that influenced their use in the context of live esports commentary.

First, the findings show that the play-by-play commentary contains a number of specialized vocabularies that function as registers within the League of Legends community. A total of 67 register types with 482 occurrences were identified in the data. These registers were categorized into several groups, namely strategy terms, combat terms, role terms, map and objective terms, economic terms, and system or status terms. Many of these terms undergo semantic specialization, meaning that their meanings are different from their general dictionary definitions and become specific to the League of Legends context. Although specialized registers only account for 2.06% of the total words in the commentary, their

repeated use shows that they have an important role in delivering gameplay information efficiently.

Second, the analysis of morphological patterns shows that compounding and affixation are the main word-formation processes found in League of Legends registers. Compounding appears in terms such as teamfight, gold lead, wave clear, and split push. These terms combine two or more words to create concise expressions that represent specific game concepts. Affixation appears mainly through suffixation, especially the use of -ing in terms such as farming, ganking, tanking, and trading. These forms are commonly used because play-by-play commentary describes actions that happen during the match. Therefore, the morphological patterns found in the data show that esports vocabulary is shaped by the need for brevity, clarity, and efficiency in fast-paced communication.

Third, the contextual analysis shows that register use is closely related to the communicative situation of esports commentary. The interaction between professional casters and a diverse audience, the setting of an international esports tournament, the focus on real-time gameplay events, and the purpose of informing and entertaining viewers all influence the commentators' language choices. Because the match develops quickly, commentators need to use short and specific terms to explain complex actions, strategies, and game situations. In this context, registers help commentators maintain the speed of narration while still providing accurate information to the audience.

This study contributes to sociolinguistic research by examining register use in a contemporary digital communication setting, namely professional esports broadcasting. While previous studies have discussed registers in traditional sports commentary, newspapers, films, social media, and esports discourse more generally, this study specifically focuses on play-by-play commentary in the League of Legends World Championship 2025 Semifinal. In addition, this study combines the analysis of vocabulary, morphological patterns, and social factors in one framework. This combination helps explain not only what registers are used, but also how they are formed and why they are used in professional esports commentary.

B. Suggestion

This study has several limitations related to the data and the focus of the analysis. The data were taken only from one match, namely the 2025 League of Legends World Championship Semifinal between T1 and TES. Therefore, the register variations found in this study may not represent all forms of register used in League of Legends commentary or esports commentary in general. In addition, this study only focused on register forms used in play-by-play commentary. Other aspects, such as interaction between commentators, visual elements in the broadcast, audience responses, and differences in commentary styles, were not discussed in this study. Therefore, the findings of this study are limited to the context of the analyzed match and cannot be generalized broadly.

Based on these limitations, future researchers are suggested to use broader data by including more matches, tournaments, teams, and commentators. Future studies may also compare different esports genres, such as FPS, Battle Royale, MOBA, and RPG games, to examine the similarities and differences in register use across gaming communities. In addition, further research can analyze other aspects of esports commentary, such as the relationship between commentators' utterances, game visuals, and audience responses. Future researchers may also examine the pragmatic functions of register in attracting audience attention or compare register use in different languages and cultural contexts. By exploring these aspects, studies on register in esports can be developed further and contribute more to sociolinguistics and digital communication studies.

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CURRICULUM VITAE



Vindy Oktavio Budi Prasetyo was born in Malang on October 27, 1999. He was graduated from SMAN 1 PAGAK in 2018. During his study at the senior high school, he actively participated in Scout, Japan Club and Merpati Putih extracurricular. He started his higher education in 2019 at the Department of English Literature UIN Maulana Malik Ibrahim Malang. During his college life, he also completed an internship at Bee Happy Translation Services, where he gained experience in translation-related work.

APPENDIX

Vocabulary and Type Found in League of Legends

NO	Vocabularies	Meaning based on context 2025 Worlds Semifinals T1 vs TES	Meaning Based on Merriam-Webster Online Dictionary	Type of game related vocabularies
1.	Attack Damage/AD	a statistic that determines how much physical damage a champion deals with basic attacks and some abilities.	-	System/Status term
2.	Ability Power/AP	a statistic that increases the damage or effectiveness of a champion's abilities (skills)	-	System/Status term
3.	Ace	when a team success to kill the whole living enemy team to show the capability of being dominant in the game	a die face marked with one spot	Combat Terms
4.	Aggro	the attention or targeting behavior of enemies toward a player or champion.	deliberately aggressive, provoking, or violent behavior	Combat Terms
5.	All in	when a player commits completely to attacking an enemy champion with the intention of securing a kill.	fully committed to or involved in something	Strategy Terms

6.	AoE	an ability or attack that affects multiple targets within a certain area at the same time, rather than hitting only one enemy.	-	Combat Terms
7.	Assassins	a class of champions that specialize in quickly eliminating high-priority enemy targets,	a person who commits murder	Role Terms
8.	Backline	the champions positioned at the rear of a team formation during a fight, usually the ones who deal high damage but have low durability.	the group or line of defensive players in some sports (such as ice hockey, soccer, and rugby)	Role Terms
9.	Bottom lane	one of the three main lanes on the map, located at the lower part of the battlefield.	-	Map / Objective Terms
10.	Bruteforce	a strategy where a player or team relies on raw power or direct attacks rather than complex tactics to defeat an opponent.	relying on or achieved through the application of force, effort, or power in usually large amounts instead of more efficient, carefully planned, or precisely directed methods	Combat Terms

11.	Buff	a temporary effect that increases a champion's abilities, statistics, or overall strength	a garment (such as a uniform) made of buff leather	Map / Objective Terms
12.	Burst	the ability to deal a large amount of damage in a very short period of time	to break open, apart, or into pieces usually from impact or from pressure from within	Combat Terms
13.	Camp	a specific location in the jungle area where neutral monsters appear and can be defeated by players to gain gold and experience	a place usually away from urban areas where tents or simple buildings (such as cabins) are erected for shelter or for temporary residence (as for laborers, prisoners, or vacationers)	Map / Objective Terms
14.	Carry	a player or champion who deals the most damage and plays a major role in helping the team win the game	to move (a person or thing) while holding or supporting	Role Terms
15.	Champion	a playable character that a player controls during the game.	a winner of first prize or first place in competition	System/ Status term
16.	Crowd Control/CC	a category of status effects which limit movement or action.	-	Combat Terms
17.	Creeps	non-player units that automatically move along the lanes and fight for each team	a movement of or like creeping	Map / Objective Terms

18.	Counter Pick	To choose a particular champion during the selection phase in order to oppose a particular enemy champion.	-	Strategy Terms
19.	Counter Attack	a strategy where a team responds to an enemy's attack by immediately fighting back to gain an advantage	an attack made in response to or in defense against an attack made by another	Combat Terms
20.	Debuff	A negative effect applied to a champion; the opposite of a buff	-	Combat Terms
21.	Disengage	Successfully retreating from an initiated fight. Opposite of engage	to release from something that engages or involves	Strategy Terms
22.	Dive	To pursue a specific target into a highly dangerous area, typically beneath an enemy turret.	to plunge into water intentionally and especially headfirst	Combat Terms
23.	Draft	the phase before the match begins where teams select and ban champions	to select for some purpose such as to conscript for military service or to select (a professional athlete) by draft	Strategy Terms
24.	Dodge	A deprecated champion statistic, which determined the possibility to avoid a basic attack.	to make a sudden movement in a new direction (as to evade a blow)	Combat Terms
25.	Engage	Successfully initiating a fight.	to offer (something,	Strategy Terms

		Opposite of disengage	such as one's life or word) as backing to a cause or aim	
26.	Execute	An ability intended to eliminate a champion	to do what is provided or required by (something)	Combat Terms
27.	Face Check	A champion blindly walking into a brush to see if an enemy champion is hidden in there	-	Strategy Terms
28.	Farming	To seek out and kill creeps to obtain experience and gold	the practice of agriculture or aquaculture	Economic Terms
29.	Feed	To repeatedly die to the enemy team, giving them gold and experience.	An act of eating	Economic Terms
30.	First Blood	the first kill that occurs in a match	the first drawing of blood in a contest (as boxing)	Economic Terms
31.	Flank	A strategy where a player or team attacks the enemy from the side or from behind instead of the front	to place something on each side of	Strategy Terms
32.	Frontline	The champions that are positioning closest to the enemy team. Opposite of backline	an area of potential or actual conflict or struggle	Role Terms
33.	Gap	a significant difference in skill, performance, or resources between	a separation in space	Economic Terms

		two players or teams		
34.	Gank	when one or more players suddenly attack an enemy in a lane	rob or defraud (someone) or to steal or take (something)	Strategy Terms
35.	Gold Lead	the amount of gold advantage one team or player has compared to the opponent.	-	Economic Terms
36.	Hookshot	an ability that allows a champion to shoot a hook or grapple toward terrain or an enemy to move quickly or initiate a fight	a shot in basketball made usually while standing sideways to the basket by swinging the ball up in an arc with the far hand	Combat Terms
37.	Health Point/HP	Health, also known as "Hit Points"	-	System / Status Terms
38.	Invade	To go into the enemy's territory, particularly their jungle	to enter for conquest or plunder	System / Status Terms
39.	Jungler	the player who farms neutral monsters in the jungle area between lanes and helps teammates by performing ganks.	an impenetrable thicket or tangled mass of tropical vegetation	Role Terms
40.	Late Game	The point of the game characterized by longer death timers, intensive control of a large portion of the map and fast pushing and	-	System / Status Terms

		sieging, late-stage Baron and Drake contesting, and multiple champions finishing their item builds.		
41.	Macro Play	The large-scale strategies players employ as their general game-plan. Refers to choices in map location, objectives, and vision	-	Strategy Terms
42.	Meta	The game's current most effective play style, consisting of aspects such as lane setup, jungling, and team composition.	concerning or providing information about members of its own category	Strategy Terms
43.	Mid Lane	the central lane on the map where players fight between the two bases	-	Map / Objective Terms
44.	Objective	important targets on the map that provide advantages to a team, such as Dragon, Baron Nashor, or Towers.	something toward which effort is directed: an aim, goal, or purpose	Map / Objective Terms
45.	Pathing	The line of movement that will be taken towards a destination after a movement order is issued.	a track specially constructed for a particular use	Strategy Terms

46.	Poke	Using attacks and abilities from a distance in order to safely cause small to moderate damage to enemy health.	to urge or stir by prodding or jabbing	Combat Terms
47.	Power Pick	a champion that is considered very strong or highly effective in the current game meta, making it a valuable choice during the draft phase	-	Strategy Terms
48.	Projectile	an object or attack that travels through the air from a champion toward a target	a self-propelling weapon (such as a rocket)	Combat Terms
49.	Reset	returning to base or briefly disengaging from the map to restore resources and buy items	to set again or anew	Strategy Terms
50.	Rotation	Temporarily switching lanes in order to maximize pushing minion waves and turrets, and minimize the time needed to reach a lane by one or multiple different team members to farm and/or defend structures.	the action or process of rotating on or as if on an axis or center	Strategy Terms
51.	Roam	Movement by a laner away from their lane to a different area of the map to gank or otherwise	to go from place to place without purpose or direction	Strategy Terms

		apply map pressure.		
52.	Solo Laner	A champion (usually the top and mid laners) that guards an entire lane on their own	-	Role Terms
53.	Set Up	the preparation or arrangement made by a team before starting a fight or securing an objective	the preparation and adjustment of a machine for an assigned task	Strategy Terms
54.	Stun	A phrase used to express being continually hit with hard crowd control, thus being unable to not do anything	to overcome especially with paralyzing astonishment or disbelief	Combat Terms
55.	Shutdown	the bonus gold given to a player who kills an enemy champion that has a large kill streak	the cessation or suspension of an operation or activity	Economic Terms
56.	Skirmish	a term used to indicate a battle on a small scale.	a minor fight in war usually incidental to larger movements	Combat Terms
57.	Snowball	a situation where a player or team gains an early advantage and continues to become stronger throughout the game.	a round mass of snow pressed or rolled together	Strategy Terms
58.	Split push	To continuously advance in one lane while teammates are focused elsewhere	-	Strategy Terms

59.	Spellbook	a rune that allows a champion to change their summoner spells during the game	-	System / Status Terms
60.	Tanking	to take high amounts of damage. Usually refers to damage being done to tanks and fighters, who have the durability to survive such damage.	to make no effort to win: lose intentionally	Combat Terms
61.	Teamfight	a large battle where multiple players from both teams fight at the same time, usually around objectives.	-	Combat Terms
62.	Tier	used to indicate objectives contain in all three lanes	to indicate the level of something	System/ Status Term
63.	Top lane	the lane located in the upper part of the map where champions fight between the two bases	-	Map / Objective Terms
64.	Trade	an exchange of attacks that carries the implication of whether the exchange results in an advantage or not	the business of buying and selling or bartering commodities	Combat Terms
65.	Wave Clear	the ability of a champion to quickly eliminate a wave of enemy minions in a lane	-	Map / Objective Terms

66.	Wave Push	the action of quickly clearing minions so that your minion wave moves forward toward the enemy tower	-	Map / Objective Terms
67.	Zoned	Tactics used to prevent enemy champion(s) from gaining gold/experience	to surround with a zone: encircle	Combat Terms

Process of compounding in League of Legends register

No.	Term	Word class/type combined	Types of compound
1.	Champ select	Noun + Noun	Noun compound
2.	Game plan	Noun + Noun	Noun compound
3.	Power pick	Noun + Noun	Noun compound
4.	Team fight	Noun + Noun	Noun compound
5.	Backline	Adjective + Noun	Noun compound
6.	Bot lane	Adjective + Noun	Noun compound
7.	Top lane	Adjective + Noun	Noun compound
8.	Gold lead	Noun + Noun	Noun compound
9.	Lane control	Noun + Noun	Noun compound
10.	Draft phase	Noun + Noun	Noun compound
11.	Dive threat	Noun + Noun	Noun compound
12.	First Blood	Adjective + Noun	Noun compound
13.	Snowball	Noun + Noun	Noun compound
14.	Health Point	Noun + Noun	Noun Compound
15.	Shutdown	Phrasal Verb	Lexicalized Compound Noun
16.	Late game	Adjective + Noun	Adjective compound
17.	Early game	Adjective + Noun	Adjective compound

18.	High damage	Adjective + Noun	Adjective compound
19.	Counterattack	Verb + Noun	Verb compound
20.	World champs	Noun + Noun	Noun compound
21.	Slow paced	Adjective + Verb	Adjective compound
22.	Back to back	Adverb + Preposition + Adverb	Adjective compound
23.	Waveclear	Verb + Adverb	Noun Lexicalized
24.	Back away	Verb + Adverb	Verb compound
25.	Follow up	Verb + Adverb	Verb compound
26.	One sided	Noun + Adjective	Adjective compound
27.	Health bar	Noun + Noun	Noun compound
28.	Manapool	Noun + Noun	Noun compound
29.	Spellbook	Noun + Noun	Noun compound
30.	Team comp	Noun + Noun	Noun compound

Affixation process of League of Legends register

No.	Term	Root	Affixes	Type of affix
Inflectional				
1.	Ganking	Gank	-ing	Suffix
2.	Roaming	Roam	-ing	Suffix
3.	Diving	Dive	-ing	Suffix
4.	Pushing	Push	-ing	Suffix
5.	Snowballing	Snowball	-ing	Suffix
6.	Trading	Trade	-ing	Suffix
7.	Resetting	Reset	-ing	Suffix
8.	Scaling	Scale	-ing	Suffix
9.	Countering	Counter	-ing	Suffix
10.	Farming	Farm	-ing	Suffix
11.	Poked	Poke	-ed	Suffix

12.	Drafted	Draft	-ed	Suffix
13.	Tanking	Tank	-ing	Suffix
14.	Zoned	Zone	-ed	Suffix
15.	Camps	Camp	-s	Suffix
16.	Stunned	Stun	-ed	Suffix
Derivational				
1.	Jungler	Jungle	-er	Suffix
2.	Laner	Lane	-er	Suffix
3.	Outplay	Play	out-	Prefix
4.	Misplay	Play	mis-	Prefix
5.	Ovecommit	Commit	over-	Prefix
6.	Misposition	Position	mis-	Prefix
7.	Overextend	Extend	over-	Prefix
8.	Execution	Execute	-ion	Suffix
9.	Feeder	Feed	-er	Suffix
10.	Disengage	Engage	dis-	Prefix
11.	Debuff	Buff	de-	Prefix

Clipping founds of League of Legends register

Term	Original Form	Type of Clipping
Ult / Ulti	Ultimate	Back Clipping
Bot	Bottom Lane	Back Clipping
Comp	Composition	Back Clipping
Mid	Middle Lane	Back Clipping
Top	Top Lane	Back Clipping

Supp	Support	Back Clipping
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Initialism founs of League of Legends register

Term	Original Form	Type of Initialism
AD	Attack Damage	Pure Initialism
AP	Ability Power	Pure Initialism
HP	Health Points	Pure Initialism
CC	Crowd Control	Pure Initialism
AoE	Area of Effect	Pure Initialism
TP	Teleport	Pure Initialism