

**REGISTERS USED BY ENGLISH CASTERS IN MOBILE
LEGENDS: BANG-BANG PROFESSIONAL LEAGUE
INDONESIA S10**

THESIS

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**DEPARTMENT OF ENGLISH LITERATURE
FACULTY OF HUMANITIES
UNIVERSITAS ISLAM NEGERI MAULANA MALIK
IBRAHIM MALANG
2026**

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INDONESIA S10**

THESIS

Presented to
Universitas Islam Negeri Maulana Malik Ibrahim Malang
in Partial Fulfilment of the Requirements for the Degree of *Sarjana Sastra* (S.S.)

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2026**

STATEMENT OF AUTHORSHIP

I state that the thesis entitled **“Registers Used by English Casters in Mobile Legends: Bang-Bang Professional League Indonesia Season 10”** is my original work. I do not include any materials previously written or published by another person, except those cited as references and written in the bibliography. Hereby, if there is any objection or claim, I am the only person who is responsible for that.

Malang, 10 April 2026
The researcher



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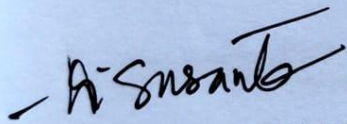
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This is to certify that Rafie Eka Wildan Alfianto's thesis entitled **Registers Used by English Casters in Mobile Legends: Bang-Bang Professional League Indonesia Season 10** has been approved thesis examination at Faculty of Humanities, Universitas Islam Negeri Maulana Malik Ibrahim Malang as one of the requirements for the degree of Sarjana Sastra (S.S.) in Department of English Literature.

Malang, April 06th 2026

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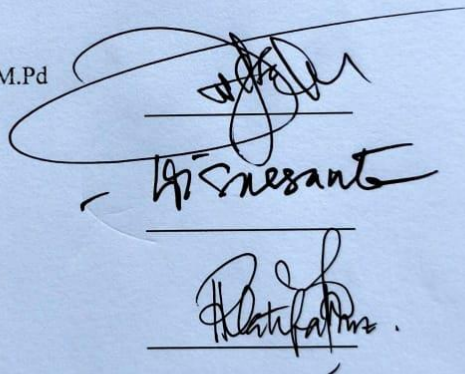
This is to certify that Rafie Eka Wildan Alfianto's thesis entitled **Registers Used by English Casters in Mobile Legends: Bang-Bang Professional League Indonesia Season 10** has been approved by the Board of Examiners as one of the requirements for the degree of Sarjana Sastra (S.S.) in Department of English Literature.

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MOTTO

“Selesaikan apa yang telah kamu mulai”

DEDICATION

I dedicate this thesis to my family, especially my parents, Sugianto and Titik Marhenis and those people who assist me until I can reach this place.

ACKNOWLEDGMENTS

Alhamdulillahirobbil 'Alamin

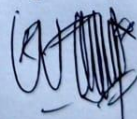
First of all, I would like to express my gratitude Allah SWT the Lord of the World, The Merciful, and The Compassionate, who has blessed me in completing this thesis. The second, peace and blessing be upon the prophet Muhammad SAW, who brought us from the dark age to the bright age.

I would like to express my gratitude to:

1. My parents, Sugianto and Titik marhenis. Thank you for giving me a lot support in my entire life. I can't express how grateful I am.
2. My thesis advisor, Djoko Susanto, M.Ed., Ph.D. Thank you for responding quickly. Your advice, guidance, and encouragement mean a lot for me.
3. All staff of the Faculty of Humanities, especially the Department of English Literature and my academic advisor, Ribut Wahyudi, M.Ed., Ph.D. Thank you for your assist in teaching, discussing, motivating, and learning experiences.
4. Lastly, for all people who helped me during my education and helped in the completion of this thesis. Thank you.

I realize that this thesis has imperfection. Therefore, criticism and suggestions are highly expected and appreciated for further research improvement.

Malang, 15 April 2026



Rafie Eka Wildan Alfianto

ABSTRACT

Alfianto, Rafie Eka Wildan. (2026). *Registers Used by English Caster in Mobile Legend: Bang-Bang professional League Indonesia Season 10*. Undergraduate Thesis (Skripsi). Department of English Literature, Faculty of Humanitiest, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Advisor: Djoko Susanto, M.Ed., Ph.D

Keywords: Sociolinguistics, Register, E-sport Caster, MPL-ID S10, Mobile Legends

The development of language is aligned with the growth of social groups, leading to language variations known as registers. This phenomenon can be found in esports tournaments such as Mobile Legends: Bang-Bang, which are broadcast via live streaming and watched by a wide audience. In this context, casters act as experts whose role is to deliver analysis and provide information about the situation of the match to viewers. However, in practice, casters employ specialized terms that are primarily understood within the esports community. Drawing on the theories of Halliday (1994) and Halliday (in Nababan, 1986:42) regarding the types and functions of register, as well as Halliday (2014) on the situational context of register, this study aims to identify the types, functions, and the influence of context on the meaning of register. Using a case study approach, the findings reveal that there are 28 registers used by casters, consisting of 13 open registers and 15 closed registers. Furthermore, two main functions of register are identified: informational and personal. This aligns with the primary role of casters in delivering information to the audience, while also fulfilling the expectation to enhance excitement by expressing personal feelings or emotions. The analysis also indicates that the meaning of registers is strongly influenced by the field, particularly within the context of *Mobile Legends: Bang-Bang*.

مستخلص البحث

لفياتتو، رافي إيك وبلدان) ٢٠٢٦. (الريجستر المستخدم من قبل المعلقين الناطقين بالإنجليزية في بطولة أساطير الجوال: بانغ بانغ – دوري المحترفين الإندونيسي الموسم العاشر. رسالة البكالوريوس. قسم الأدب الإنجليزي، كلية العلوم الإنسانية، جامعة مولانا مالك إبراهيم الإسلامية الحكومية مالانغ، المشرف: دجوكو سوسانتو، ماجستير في التربية، دكتوراه

علم اللغة الاجتماعي، الريجستر، معلق الرياضات الإلكترونية، دوري المحترفين الإندونيسي الموسم العاشر، الكلمات الأساسية: أساطير الجوال

يتطور استخدام اللغة بالتوازي مع نمو الجماعات الاجتماعية، مما يؤدي إلى ظهور تنوعات لغوية تُعرف باسم "الريجستر". ويمكن ملاحظة هذه الظاهرة في بطولات الرياضات الإلكترونية مثل أساطير الجوال: بانغ بانغ، التي تُبث عبر البث المباشر ويشاهدها جمهور واسع. في هذا السياق، يقوم المعلقون بدور الخبراء الذين تتمثل مهمتهم في تقديم التحليل وتوفير المعلومات حول مجريات المباراة للمشاهدين. ومع ذلك، في الممارسة الفعلية، يستخدم المعلقون مصطلحات متخصصة تُفهم بشكل أساسي داخل مجتمع الرياضات الإلكترونية. استنادًا إلى نظريات هاليداي (١٩٩٤) (وهاليداي) في نيبان، ١٩٨٦:٤٢ (المتعلقة بأنواع ووظائف الريجستر، وكذلك هاليداي) ٢٠١٤ (حول السياق الموقفي للريجستر، تهدف هذه الدراسة إلى تحديد أنواع الريجستر ووظائفه وتأثير السياق على معناه. وباستخدام منهج دراسة الحالة، تكشف النتائج عن وجود ٢٨ ريجستر مستخدمًا من قبل ريجستر معلق. علاوة على ذلك، تم تحديد وظيفتين رئيسيتين للريجستر، وهما المعلقين، تتكون من ١٣ ريجستر مفتوح و١٥ الوظيفة المعلوماتية والوظيفة الشخصية. ويتمشى ذلك مع الدور الأساسي للمعلقين في نقل المعلومات إلى الجمهور، إلى جانب تلبية توقعات زيادة الحماس من خلال التعبير عن المشاعر أو الانفعالات الشخصية. كما يشير التحليل إلى أن معنى الريجستر يتأثر بشكل كبير بعامل المجال، خاصة في سياق أساطير الجوال: بانغ بانغ.

ABSTRAK

Alfianto, Rafie Eka Wildan. (2026). *Register yang digunakan oleh Caster berbahasa Inggris di Turnamen Mobile Legends: bang-bang Indonesia Season 10*. Skripsi. Jurusan Sastra Inggris, Fakultas Humaniora, Universitas Islam Negeri Maulana Malik Ibrahim Malang. Pembimbing: Djoko Susanto, M.Ed., Ph.D

Kata Kunci: Sociolinguistik, Register, Caster E-sport, MPL-ID S10, Mobile Legends

Perkembangan Bahasa selaras dengan berkembangnya kelompok Masyarakat, sehingga melahirkan variasi Bahasa yang disebut dengan Register. Fenomena ini dapat ditemukan dalam turnamen esport Mobile Legends: bang-bang yang disiarkan secara live streaming dan ditonton oleh Masyarakat luas. Dalam konteks ini, caster berperan sebagai expert dan bertugas menyampaikan Analisa dan memberikan informasi tentang jalannya pertandingan kepada penonton. Akan tetapi dalam prosesnya, caster menggunakan istilah-istilah yang hanya dipahami oleh komunitas esport tersebut. Dengan menggunakan teori dari Halliday (1994) dan Halliday di (Nababan, 1986:42) tentang jenis dan fungsi register. Serta teori dari Halliday (2014) tentang situational konteks dari register, tujuan dari penelitian ini adalah untuk mengungkap jenis, fungsi dan bagaimana konteks dapat mempengaruhi dari makna register. Dengan menggunakan pendekatan studi kasus, hasil Analisa menunjukkan terdapat 28 register yang digunakan oleh caster terbagi menjadi 13 register terbuka dan 15 register tertutup. Terdapat 2 fungsi dari register yang digunakan oleh caster yaitu fungsi informational dan personal. Hal ini selaras dengan tugas utama dari caster untuk memberikan informasi kepada penonton namun di sisi lain caster juga diharapkan dapat meningkatkan antusiasme dengan mengungkapkan ekspresi atau perasaan pribadi. Hasil analisis juga menunjukkan bahwa makna register sangat dipengaruhi oleh bidang terutama Mobile Legends: bang-bang.

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CHAPTER I

INTRODUCTION

A. Background of the Study

Registers are language varieties in a particular community. According to Wardhaugh (2006), registers are collections of language items related to certain social groups. Therefore, each particular community or social group has its language variations that are different from other communities. Also, the meaning of the registers in a particular community can only be understood by the members of the community itself and the people who follow the community. It is proved by Halliday (1989: 44) that registers are functional language variations where the meaning of these language variations is influenced by who the speakers are, the members, the context, and the purpose of the language is used.

Further, according to Wardaugh (2006:52) the basic concept of the register is the selection of special vocabulary from a certain group or related to a certain type of profession, where the word selections become the characteristic of the particular group. For example the vocabulary used by a pilot (e.g. take-off, landing, baggage, and so on) will be different from that of people who are in the medical field (e.g. surgery, x-ray, medicine, and so on). From the explanation, it can be said that the choice of vocabulary used by certain social groups is a very crucial factor in registers. These special vocabularies are used in everyday conversation and in certain contexts by certain social groups, where the

vocabularies become the identity of their group. These vocabularies are called registers.

Holmes (2013) explains that registers are only used by certain groups of society in their activities. This causes the general people who are not members of these groups to not understand the registers. Holmes (2013) also explained that registers are tied to situational contexts such as certain events or activities, so the vocabularies used by a certain group of people have different meanings depending on the situation that affects them.

There are previous studies about SFL, such as in (Gebhard & Accusso, 2020) explaining the basic concept of SFL and the relation between language and context conducted by. The study reveals that text and context are interrelated. Another study is conducted by Christie (2004) which the study explains the relationship between SFL theory and register. The study reveals that register is shaped by field, mode and tenor and register can increase communication efficiency.

There are also several previous studies related to registers in various contexts. Those are registers in online text communication (e.g., Maniati, 2020), registers in social media (e.g., Marpaung, 2019; Sintiadi, 2021) and registers in specific professions (e.g., Indriyani, 2008; Lewandowski, 2012; Herbel-Eisenmann, 2015; Haryani & Putry, 2021).

Maniati (2020) has researched the registers used by Iranian students through the Short Messaging Service (SMS). This research examined the registers used in written online communication. The results of this study indicate that the register used by these students is an informal register, such as omission and abbreviation of a word which is strongly influenced by the social factors of the members and their background knowledge.

The research conducted by Marpaung (2019) and Sintiadi (2021) revealed registers used on social media by certain communities. Marpaung (2019) conducted research on an online shopping community in Indonesia through the Facebook application. The results show that the registers used are in English which are influenced by the context of the community, such as system, sale, item, testimony and so on. Almost similar, Sintiadi (2021) conducted research in a community that sells products online through social media, namely Facebook and Instagram. The results show that the form of registers is greatly influenced by the occupation of the members.

Some previous studies examined registers used in various professions. Indriyani (2008) conducted research focusing on the registers used by the military at ARHANUD Malang. The result shows that the form of registers used by the military shows their identity. Where several special registers are only used in the military field. Similar to previous research, Herbel-Eisenmann (2015) researched registers used by mathematics teachers. The result also shows that the appearance of the registers are to show their group identity. Then, there is a research

conducted by Lewandowski (2012) which focuses on the registers used by sports commentators. The results show that the function of the registers influences the form of registers used by the sports commentators, where registers are used to shorten the communication so that the sports commentators can explain the events in football as a whole to the audience. Finally, Haryani & Putry (2021) conducted a study focusing on the registers used by photographers. The results show that there are 2 functions of the registers used by the group. First, registers are used to facilitate their communication. Second, registers are used to make their conversations efficient.

In contrast to the research above, this study examines the registers used by English casters in Mobile Legends: Bang-Bang Professional League Indonesia (MPL-ID) S10. This research focuses on the registers used by English casters in an online game tournament, namely Mobile Legends: Bang-Bang, where the casters can communicate lively through the comments section on the YouTube platform with the viewers. This is very different from the object of previous research, in term of field and communicative context, because the casters in MLBB tournament should deliver in high-phased and real-time communication rather than in text or usual spoken communication. The researcher believes that this could affect the form and the function of the registers used by the caster.

Esport has experienced significant development in recent years. Technology that is increasingly developing is one of the causes driving the development of esport which looks very significant (Kurniawan, 2019). Esport is

defined as a sport that uses an electronic system as its main aspect (Aziz & Rahmania, 2021). One example of a very well-known Esport in Indonesia is Mobile Legend: Bang-Bang (MLBB). Data shows that MLBB contributes as much as 29.4% or around 50 million players every month out of a total of 170 million esports players around the world (Aziz & Rahmania, 2021).

With more and more MLBB enthusiasts around the world, MOONTON as the developer of the online game is holding many tournaments from MLBB games. One of the famous tournaments in Indonesia is the Mobile Legends Professional League (MPL-ID). According to Hybrid.co.id (2022), MPL-ID S10 is the most popular tournament in 2022. With a total view of more than 150 million viewers, with an average of 421 thousand viewers per match. This national league is broadcast live via the YouTube and Facebook platforms using casters as match guides. This massive development has made MLBB a phenomenon that is currently hot in society, especially for teenagers, this is one of the factors why researchers chose MLBB as a research object.

This research is very important because the object of this research is an online game whose the members have a community called an E-sport community. The esports community is a community whose members have the same background, namely online games. The development of this community is very fast in recent years and most of its members are teenagers who are very familiar with technological developments, of course, this background can also affect the form of the register. Also taking into account the increasing number of esports

enthusiasts and the importance of the caster's role in a match where with a caster the matches become more lively and fun. Therefore, this research will help the communication between the caster and the audience by uncovering the register spoken by the caster.

B. Problems of the Study

1. What kinds of registers are used by the English casters in MPL-ID S-10?
2. What are the functions of the registers used by the English casters in MPL-ID S-10?
3. How does the situational context construct the meaning of the register?

C. Significance of the Research

Based on the objectives of the research, the final findings of the research will benefit the following groups of society. First, for the researcher, the final findings of the research can add to the researcher's insight about registers. Second, for people who are interested in the world of esports, especially MLBB, the researchers hope that this research can provide information and knowledge about the registers used by casters in MPL-ID S-10, including what types of registers are and what these registers mean. So that it can reduce the lack of understanding or misunderstanding between the caster and the viewers. Third, for the future researchers, this research can be used as a reference especially for the students who are interested in the field of registers.

D. Scope and Limitation

The data is obtained only from caster's utterances from specific youtube videos of the MPL-ID Season 10 live tournament from Mobile Legend: Bang-Bang youtube channel. There are 3 videos, those are playoff day 1, playoff day 2 and grand final.

E. Definition of Key Terms

Register

Registers are collections of language items related to certain social groups, which the meaning of the registers can only understood by the member of the group itself (Wardhaugh (2006)).

Caster

Caster is the commentator in an esports tournament. Which the purpose is to explain what is happening in the game to the audience. According to Kurniasari (2022), Casters are required to provide continuous verbal commentary to explain all events occurring throughout the match. They must accurately recall players' names, describe incidents that take place during the competition, and offer analytical insights into the strategies employed by the players.

MLBB

MLBB (Mobile Legends: Bang-Bang) is an android online video game.

MPL-ID

MPL-ID (Mobile Legends: Bang-bang Professional League Indonesia) is a MLBB tournament in Indonesia. MPL is an e-sport tournament which followed by the best MLBB team in Indonesia (Putri and Kuswinarno, 2024).

CHAPTER II

REVIEW OF RELATED LITERATURE

Theoretical Framework

In this section presents the theories used by the researcher to support the analysis conducted in this study.

A. Sociolinguistics

Sociolinguistics is a branches of linguistics that studies language related to society. Sociolinguistics is concerned with investigating the relationships between language and society with the goal of understanding the structure of language and how languages function in communication (wardhaugh & fuller, 2021). Language can not be separated from the social context because the social factors influence the way people use their language, such as occupation, age, gender, social status, and community membership. As individuals interact with different social group they develop distinctive language pattern that reflect their communicative needs and their social identities.

For example, a speaker from urban area use different vocabulary rather than from rural area. Similarly, different community develops their own linguistics characteristics. This phenomenon illustrate how language varies accross social group and communities. Therefore, sociolinguistics examines how factors such as geographical location, occupation, social class, and community

membership influence language use. These differences give rise to language varieties, one of those is registers, which reflect the social identities and communicative practices of their users.

B. Kinds of Register

There are two kinds of the registers according to Halliday (1994) namely open and closed register.

1. Open registers

According to Halliday (1994), Open register is a register characterized with open meaning or can have various meanings depending on the register itself. An open register also has a characteristic where the vocabulary used is a common vocabulary and found in various fields or communities, but has a different meaning. Therefore, this type of register is usually widely used in general conversation and the vocabulary is known by the general public. The example of open register is explained in the paragraph below.

In the field of tournament commentators there is a register *win* which means to achieve victory or *lose* means to be defeated, where these registers can be categorized as an open register, because the words are widely used in public conversations and is known by many societies in general. Other examples are the register team, match in sport field or register student and teacher in education field, which those registers are well known by people. The register can be categorized

as an open register because it has a broad meaning and the word is also commonly used in the public conversation.

Key characteristics of open register

1.	Use casual or common vocabulary
2.	The meaning varies depends on the context
3.	Found in different communities
4.	Easily understood by common

2. Closed registers

Halliday (1994) explains closed registers as a register that has a closed meaning or the meaning is fixed by the context and not as broad as open registers. The vocabulary used by this type of register is very limited, so that this type of register is not widely known by the general public. This type of registers is usually only used by certain professions or communities and its meaning is only known by people who are in the field. The paragraph below shows an example of closed register.

In Mobile Legend's field, there is a register namely *Retribution* which means a special skill that is usually used by jungler to kill monsters in the jungle. This register can be categorized as a closed register because it is rarely used in general conversation and only exists in certain field or a group. Other examples of

closed registers are hypertension, anemia, and dyspnea in medical field or recon, extraction, and artillery barrage in military field. The meaning of these registers are very limited, very different from open registers like the previous example above.

Key characteristics of closed register

1.	Restricted vocabulary
2.	Fixed and stable meaning
3.	The term is exclusive to a particular community
4.	It is not easily understood by common

C. Functions of the Register

Halliday (2014) stated that the function of registers is related to the purpose of the register is used in a conversation. For an example, the variety of language used in a novel will be different from the language used in news broadcasting. In a novel, most of the words that contain elements of beauty are used. While in the field of broadcasting, the words used are formal words and easy for readers to digest, this is because the purpose of broadcasting is to make it easier for readers to receive an information. This difference is due to the difference in the purpose of the language used.

Halliday (in Nababan, 1986: 42) mentions that the register functions are as follows:

a. Instrumental function

Language that is oriented towards the listener or addressee. Which language used to regulate the listener's behavior so that the other person wants to hear obey or follow what the speaker or writer expects. This matter can be done by speakers or writers by using expressions that express requests, appeals, or persuasion. This function involves using language to influence and regulate the behavior of the listener or addressee. It is often employed to make requests, appeals, or persuade others to act in a certain way. The goal is to get the listener to obey or follow the speaker's expectations.

b. Interactional function

Contact-oriented language functions between parties being communicate. The register in this case serves to intertwine and maintain relationships and show friendly feelings or social solidarity. The expressions used are usually patterned still, such as when meeting, getting acquainted, asking about conditions, asking for leave, and so on. This function focuses on maintaining and strengthening social relationships between communication parties. It involves using language patterns that facilitate social interaction and convey friendliness or solidarity. Examples

include greetings, getting acquainted, asking about well-being, and making polite requests.

c. Personal function

Speaker-oriented language functions. language used for put things together that are personal. In related matters with the speaker. Here, language is used to express personal thoughts, feelings, and experiences. It is oriented toward the speaker's own perspective and is often used to convey personal information or emotions.

d. Neurotic function

This function is contained in expressions such as asking, mentioning, or express an answer to a problem. The language used is usually as a tool to learn everything, investigate reality, look for facts, and explanations. The registers in this function are in the form of a question that demands an explanation or description, for example "try to explain!", "how does the process...?" And etc. This function involves using language as a tool to inquire, mention, or respond to problems and challenges. It is used for learning, investigation, seeking facts, and explanations. It often includes questions that seek detailed explanations or descriptions.

e. Imaginary function

The function of using language which is oriented towards the message or purpose will be delivered. In this function, language is used to

convey thoughts, ideas, and feelings of the speaker or writer. It is oriented toward expressing and communicating the speaker's inner world and creative expressions.

f. Informational function

The use of language that functions as a tool to give a news or information for others to know. The informational function involves using language to convey news or information to others. It serves as a means of sharing factual information or updates with the intention of informing and educating the audience.

These functions of register highlight the diverse ways in which language is used to fulfill different communicative needs and goals in various contexts.

D. How the Situational Context Construct the Meaning of the Register

Halliday (1985) stated that registers are language variations that are closely related to the context of the situation. The context of the situation consists of fields, mode, and tenor where these three elements greatly influence the form and the meaning of registers used. Halliday's functional approach to language views it as an instrument of social interaction, with context acting as an interface between culture and form. He defined register as a language variety associated with different use in different situations. Native speakers can predict language in a given situation by drawing upon their knowledge of register. This prediction is

determined by three categories of situational features: what is going on, who is taking part, and what part language is playing. Halliday (1994, p.26) presents the structure of the context of a situation under three headings: field, mode, and tenor, forming the integrated system of register.

A. Field

Field refers to the topic or what is happening when someone uses a register. According to Halliday (2014) field is related to what is happening in the situation, what is the nature of the activity and what the domain of the activity related to the subject matter or the topic. The topic is related to what is being discussed. For example, someone who is talking at school will discuss topics about school uniforms, school activities, material being studied and so on. This is different from someone who talks in a clothing store, where they will discuss topics about favourite clothes, what clothes they will buy, the price of clothes and so on. Therefore, the topic that is being discussed or what activities are being carried out greatly affects the form of language variations or registers that will be used by someone.

For example, in a classroom setting, a teacher may say, "*Today we will discuss climate change and its effects on the environment.*" In this example, the field is education because the interaction focuses on a teaching and learning activity. As a result, educational terms such as *discuss*, *climate change*, and *environment* are used to convey the topic being taught.

B. Tenor

Tenor refers to who is speaking (the members). Halliday (2014) stated that the tenor is who is involved when the registers are used in the situation, such as the institutional role, status role (equal or unequal power), and familiarity (close or stranger). In other words, the tenor is concerned with the relationship between who the speaker is and to whom he is speaking.

For example, the language used by someone to his friends will be different when he speaks to other people he doesn't know, for example, formal and informal. Tenor also relates to the position or status of the person who is speaking, whether the status is the same or different. For example, students who are talking with their lecturers, where lecturers have a higher status than students so will affect the form of language to be used.

C. Mode

Mode refers to the channel or medium that someone selected to communicate. It related to how we commonly communicated with other people whether it is speaking or writing. Different mode often result different language style and structure.

For example, in a written academic article, a researcher may write, "*The findings indicate a significant relationship between language use and social context.*" In this case, the mode is written communication. Because it is intended for an academic audience, the language is formal, carefully structured, and

information-oriented. This differs from spoken communication, where speakers often use simpler and more spontaneous language.

Field, mode, and tenor are parts of the register which cannot be separated, especially in the formation of meaning. Because when these variables are connected to each other in the formation of the meaning of the register. How field, mode, and tenor of the register construct the form of the register are explained as follow:

There is a conversation between seller and customer in social media.

Customer : How much for this blue shirt?

Seller : It is Rp 125.000, Sis.

Customer : How about the payment?

Seller: There are two options, Sis. You can directly transfer via M-Banking or **COD**.

Customer : Alright, thank you for the information.

Field (Explaining the topic and the situation): The conversation above is carried out between the seller and a customer, where the customers are asking about an item and about the payments system. Therefore, by knowing the topic and the situation in the conversation, we will understand that COD is a payment system or method in an online shopping.

Tenor (Explaining who are the member): In the conversation above the member are between the customer and the seller and it can be seen that the seller tried to be friendly to the customer. It is evidenced when the customer used a

word Sis (Line 4). This affects the form of the register in the sentence, where the register appeared in form of informal sentence.

Mode (Explaining the way how they communicate) : The conversation above between the seller and the customer are through online written text. It shows from the first sentence “How much for this blue shirt?” (Line 1). This sentence shows that the customer has to write specifically which item the customer wants to ask to the seller, in the context above is the blue shirt. While it can be different when between the customer and the seller meet face to face. Which the customer will have more option for conveying his sentence. For th example “how much for this shirt?” or “how much for this one?” while pointing directly to the item that the customer wants to ask.

The example above shows how the process of the field, tenor and mode in the appearance of the register. Where the field, tenor and mode can affect how the forming of the register.

CHAPTER III

RESEARCH METHODS

A. Research Design

This research uses a qualitative as an approach with case study design. The researcher uses a qualitative approach with case study design because this research aims to understand a language phenomenon in depth related to its natural context, particularly the register in MPL-ID Season 10. According to Rahardjo (2017), a case study is a systematic and in-depth research approach that investigates a specific program, event, or activity, whether involving individuals, groups, or organizations, to gain a thorough understanding of real-life phenomena that are currently occurring.

Specifically, this research focuses on particular and specific event only that is registers used by english caster in MPL-ID Season 10, rather than comparing to multiple event or community. It allows depth exploration of registers use in a specific community, namely esport community. In this research also categorizes as natural phenomenon which the researcher does not attempt to manipulate or control the environment, but instead observes and analyzes the language use naturally. Those are the reason a case study approach is appropriate to use in this research. Case study focuses on a particular object that is examined as a specific case in order to explore it in depth and uncover the underlying reality behind the phenomenon (Rahardjo, 2017).

B. Research Instrument

In this study the researcher is the main instrument in this qualitative research, where the researcher acts as a planner, data collector and also analyzing the data. Because of that reason the researcher is the key instrument in this study.

C. Data and Data Source

The data source of this research is English caster utterances. The data is taken from the MPL-ID S10 tournament via YouTube videos from the Mobile Legends: Bang Bang Official youtube account. The English caster utterances to be analyzed are the utterances from every match, starting from the drafting phase until the match end. The data are specifically taken from three youtube videos: the first is a video titled “[LIVE] Playoffs MPL ID S10 | Day 1”

(<https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qo-uYyd8YY2J5p>), with the caster line up are Mirko as caster, Aeterna as co-caster and Arashi as analyst.

The second video titled “[LIVE] Playoffs MPL ID S10 | Day 2”

(<https://www.youtube.com/live/jqdTZKYUTHk?si=Ixi-QU9uraQ4skkE>), the caster line up are Gonie as Caster, Mirko as Co-Caster and Arashi as analyst. The

third “GRAND FINAL MPL ID S10 | Playoffs Day 5”

(<https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ>), the caster line up are Mirko as caster, Aeterna as co caster and Arashi as analyst.

Title	[LIVE] Playoffs MPL ID S10 Day 1	[LIVE] Playoffs MPL ID S10 Day 2	GRAND FINAL MPL ID S10 Playoffs Day 5
Date	19 October 2022	20 October 2022	23 October 2022

Tournament stage	Playoff	Playoff	Grand final
Teams Involved	- AE vs Aura - BTR vs RBL	- RRQ vs Aura - Onic vs BTR	RRQ vs Onic
Casters	Mirko, Aeterna, Arashi	Gonie, Mirko, Arashi	Mirko, Aeterna, Arashi
Nationality of Casters	Indonesian	Indonesian	Indonesian
Broadcasting Platform	Youtube	Youtube	Youtube
Language Used	English	English	English
Source	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qo-uYyd8YY2J5p	https://www.youtube.com/live/jqdTZKYUTHk?si=Ixi-QU9uraQ4skkE	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ

The decision to choose the three videos above are based on the most viewed video like the grand final match, also the other playoffs video are chosen because the video involved different teams with distinct gameplay characteristics. The differences encourage the caster to employ wider registers variety. Therefore, the three videos are chosen to provide richer and more representative registers data for the study.

D. Data Collection

There are several steps in data collection. First, the researcher watched the MPL-ID S10 tournament and listened to the English Caster's speech from youtube video in Mobile Legends: Bang-Bang youtube channel. Second, the researcher

transcribes the utterances from the English caster using youtube auto-transcribe feature. Third, the researcher selecting the registers related to the game Mobile Legends: Bang Bang found in the English caster utterances during the MPL-ID tournament from three videos, those are playoff day 1, playoff day 2 and grand final.

E. Data Analysis

In this section the researcher analyzing the data which are taken from the English caster utterances in MPL-ID S10 through several steps. First, Selecting the registers and putting into the table and for answering the first question of the study the researcher puts the data into the table to be analyzed. The transcript data from the English caster utterances were selected using Wardhaugh's (2006) theory to filter words that include registers. Then the researcher looks for the meaning of the register based on the contextual and situational meaning. After that the researcher analyzing the kind of the register using Halliday' (1994) theory about kinds of register.

Second, to answer the second question of the study the researcher analyzed the sentences containing registers and applied Halliday's theory about function of the register to categorize the what is the function of the registers used by the English caster in MPL-ID S10.

Third, to answer the third question of the study the researcher analyzes the situational context of the registers consist of field, mode and tenor using Halliday's (2014) theory. Finally, the researcher writes the conclusion.

CHAPTER IV

FINDING AND DISCUSSION

This chapter discusses about the problems of the study. In this chapter contains the data analysis of the kinds of the register, how does the situational context construct the meaning of the register, and the functions of the register uses by the english caster in MPL-ID season 10.

A. Kinds of the register Used by English Caster in MPL-Id Season 10

In this section the researcher presents, analyze and categorize the data of the registers used by the English casters in MPL-ID season 10. According to Halliday (1994) theory, there are two types of the registers, first is open register and second is closed register.

In this research the researcher found in total 28 registers used by the English casters. Based on halliday (1994) theory the researcher found 13 open registers and 15 closed registers.

Register	Oxford Dictionary Meaning	Contextual Meaning	Form
Defend	To protect somebody	To protect the objective such as turret or strategic area	Word
Team Fight	Team: a group of people	Battle between teams	Phrase

	who work together Fight: A situation which people defeat each other	who competing in MLBB match	
Side lane	Side: forming side of something Lane: a narrow road	Outer side on the map in MLLB (bottom or top, exp lane or gold lane)	Phrase
Snowball	Ball made of snow	A situation when player or a team gain advantage and expand the advantage as the match develop	Phrase
Sandwiched	Placed between two people	A situation when a player pressured or attacked from two different direction	Word
Lord	A person who has authority	An objective neutral monster in MLBB	Word
Heroes	A person who is admired of doing something brave	Characters in MLBB	Word

AOE	-	Heroes skill that affect multiple target	Abbreviation
Gold lane	Gold: valuable metal Lane: a narrow road	Lane in MLBB who provide gold in early game to the character or player who fill the lane (usually fill with heroes such as marksman)	Phrase
Land of Dawn	Land: an area of ground Dawn: the time when light first appear	The arena or universe which the battle happens in MLBB game	Phrase

The table above shows the 10 registers found from 28 total register used by English caster in MPL-ID season 10. The table above particularly showed the register and the different meanings from the oxford dictionary and the contextual meaning.

1. Open Register

The registers below use common vocabulary and use in various different context, which related to open register. In this case, the researcher found 5 data which is categorized as open register.

a. Defend

*“they are going to be able to **defend** a lot better”*

Register **defend** categorized as an open register. According to Halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. In the context of MLBB, the register **defend** refers to an act when a player protecting their objective.

The register **defend** is categorized as Open register are supported by several linguistic characteristics. First, the term **defend** is used and existed in general language. The register originates from general English vocabulary and exists before the emergence of MLBB game.

Second, the register also uses and appears in various context such as military, football, law and so on. It demonstrates that the register **defend** does not originally from MLBB term.

Third, it does not need background knowledge to understand the meaning. General people can infer the meaning because the term use general vocabulary. Based on those characteristics, the register **defend** categorized as an open register.

b. Team Fight

*“it was a beautiful, beautiful **team fight**”*

Register **team fight** categorized as an open register. According to Halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. In the context of MLBB,

the register **team fight** refers to a battle involving more than one member in the same area in a MLBB match.

The term **team fight** is used and existed in general language. So that it does not need background knowledge to understand the register. The register is not restricted to MLBB only and the vocabulary that the register used is existed in the common conversation. Based on those characteristics, the register **team fight** categorized as an open register.

c. Side Lane

*“ they can try and manipulate the waves with the **side lane** “*

Register **side lane** categorized as an open register. According to halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. In the context of MLBB, the register **side lane** refers the top or bottom lane in MLBB.

The term **side lane** is used and existed in general language. So that it does not need background knowledge to understand the register. Even though, the register **side lane** has different and specific meaning in the context of MLBB game, but it is not restricted to MLBB only. Also, the vocabulary that the register used is existed in the common conversation. Based on those characteristics, the register **side lane** categorized as an open register.

d. Waves

*“ they can try and manipulate the **waves** with the side lane “*

Register **waves** categorized as an open register. According to halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. In the context of MLBB, the register **waves** refers to a group of minion monster spawns periodically and move along the lane.

The term **waves** is used and existed in general language. So that it does not need background knowledge to understand the register. The register **waves** in MLBB context has different meaning from the meaning in casual conversation. It means that the register is not restricted to MLBB context only. Also, the vocabulary that the register used is existed in the common conversation. Based on those characteristics, the register **waves** categorized as an open register.

e. **Victory**

*“ these side Lanes have had such a massive impact on getting the team with the **victory** here “*

Register **victory** categorized as an open register. According to halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. In the context of MLBB, the register **victory** refers to a specific moment where one of the team successfully destroy the main objective in MLBB match.

The term **victory** is used and existed in general language. So that it does not need background knowledge to understand the register. The register **victory** has specific meaning in the context of MLBB match,

however it is not restricted to MLBB only. Also, the vocabulary that the register used is existed in the common conversation. Based on those characteristics, the register **victory** categorized as an open register.

2. Open Register with Restricted Meaning

During the analysis, the researcher found several registers which the characteristics are included in both open and closed register. These registers use various context also uses common vocabularies, which is related to open register. However, the meaning of these registers are specific in the context of MLBB. As a result, understanding the meaning of these registers need a certain level of background knowledge related to MLBB game, which is typically related with closed register.

To justify this phenomenon, the researcher categorized the registers with open register with restricted meaning. The characteristics of this register use common vocabulary, but the meaning specific in the context of MLBB game. The researcher found 8 data refers to an open register with restricted meaning.

a. Draft

*“ straight into the **draft** of game number one “*

Register **draft** categorized as an open register. According to halliday (1994) open register is a register which used common vocabularies and use

various meaning depends on the context. In the context of MLBB, the register ***draft*** means specifically only to the phase when both of the competing teams in MLBB match are selecting and banning heroes before they enter the battlefield. However, the term ***draft*** exists in general language and also use in various context or community. It means that the register is not originally from MLBB game.

Based on the characteristic, the register draft categorized as an open register because it uses common vocabularies and used in various context, so the meanings are varies. However, the register also needs background knowledge to understand the exact meaning. Therefore, it categorized as an open register with restricted meaning.

The different between open register and open register with restricted meaning is on the meaning understanding level. Open register an easily understood by the people in general. However, in register with restricted meaning general people still need to understand the background to understand the background knowledge to understand the exact meaning of the register.

b. Heroes

*“ they're just very comfortable using those select ***Heroes*** “*

Register ***heroes*** categorized as an open register. According to halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. The meaning of the

register **heroes** is limited to the character in MLBB game only. Although, the term **heroes** exists in general language, but the meaning in MLBB game are very different from the meaning in casual conversation context.

Based on the characteristics, the register heroes refers to open register with restricted meaning, because it uses common vocabularies but still need background knowledge to understand the meaning.

c. Kite

*“ Alter Ego needs to be able to **kite** them down “*

Register **kite** is categorized as an open register. According to halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. The meaning of the register **kite** refers specifically to a pull and retreat strategy in MLBB gameplay. Although, the term **kite** exists in general language, but the audience still needs background knowledge to understand the exact meaning.

Based on the characteristics, the register uses a common vocabulary, use in various context, but it has fixed meaning. Because of those reasons, the register **kite** refers to an open register with restricted meaning.

d. Snowball

*“ because otherwise Onic Esports they're just gonna **snowball** from all be engaged that they have “*

The register **snowball** is categorized as an open register. According to Halliday (1994) open register is a register which uses common vocabularies and its meaning depends on the context. The meaning of the register refers to a situation when a player or a team is in a leading position and expands progressively as the game or match develops. Although, the term **snowball** exists in general language, but the meaning is very different from the casual conversation. It makes the audience should understand or have background knowledge to understand the exact meaning. However, the register uses common vocabulary and does not originate from the MLBB game.

Based on the characteristics, the register **snowball** categorizes as an open register with restricted meaning because it is used in common language, also has various meanings, but it still needs background knowledge to understand the restricted meaning.

e. Shutdown

*“ an amazing flashy play from rrq but it leads to Aura fire getting a **shutdown** “*

The register **shutdown** is categorized as an open register. According to Halliday (1994) open register is a register which uses common vocabularies and its meaning depends on the context. In MLBB context, the meaning of the register **shutdown** is limited and restricted to a condition when a player who has 3 or more kill streak is killed or neutralized. Although, the term **shutdown** is used in a casual conversation

and also not a specific term from MLBB game terms, but the audience still needs a background knowledge to understand the exact meaning

Based on the characteristics, the register **shutdown** categorizes as an open register with restricted meaning, because it is used in common language, also has various meaning, but it still needs background knowledge to understand the restricted meaning.

f. Outplay

*“ he is able to **outplay** and even get a solo kill against Nino “*

The register **outplay** is categorized as an open register. According to Halliday (1994) open register is a register which used common vocabularies and use various meaning depends on the context. The meaning of the register **outplay** refers to a specific moment when a player successfully overturns a losing situation through epic mechanical skill or decision making. The term **outplay** exists in general language, also it is not an original term from MLBB because it is used in various context. However, the audience still need the background knowledge to understand the meaning because it is very different from the meaning in casual conversation.

Based on the analysis above, the register **outplay** uses in common language, also has various meaning, but it still needs background knowledge to understand the restricted meaning. Therefore, it categorizes as an open register with restricted meaning.

g. Sandwiched

*“ he’s gonna be **sandwiched** in “*

The register **sandwiched** is categorized as an open register with restricted meaning. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. In MLBB context, the meaning of the register **sandwiched** refers to a specific strategy in a war situation where the players in a team attack the opponent in more than one direction. Although, the term **sandwiched** is used in casual conversation. However, it is not an original term from MLBB game.

Based on the characteristics above, the register **sandwiched** use in common language, also has various meaning, but it still needs background knowledge to understand the restricted meaning. Therefore, it categorizes as an open register with restricted meaning.

h. Lord

*“ Aura Fire look to go for the enhanced **Lord** in the 12th minute of the game “*

The register **lord** is categorized as an open register with restricted meaning. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. The meaning of the register is limited only to the strongest objective monster in MLBB who appears in the 8th minute of the game and provide many benefits such as

helping to destroy the opponent base for the team who successfully killed or execute the lord. The register are also used in various context and not an original term from MLBB game.

Based on the characteristics above, the register **lord** is used in common language, also has various meaning, but it still needs background knowledge to understand the restricted meaning. Therefore, it categorizes as an open register with restricted meaning.

3. Closed Register

The meaning of the registers below are specific and fixed related only to the context of MLBB which is not used in others context or community. This characteristic refers to closed register. In this case, the researcher found 15 registers related to closed register.

a. AOE

“ even clay with the long range with the AOE is unable to match “

The register **AOE (Area of Effect)** is categorized as closed register. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. The meaning of the register **AOE** restricted to heroes in MLBB who have an attack ability to hit more than one enemy or target and the term is originally from MLBB game term. So, it does not use in other context or community.

Based on the characteristics, the register **AOE** is categorized as closed register because the meaning is fixed and also it is particular for MLBB in-game terms only.

b. CC

“when Albert doesn't get cc he just goes all around dealing a lot of damage”

The register **CC (Crowd Control)** is categorized as closed register. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. specific skills or ability to stop or reduce enemy heroes movements or cancel or deny enemy heroes skill who owned by certain heroes in MLBB. the register is specific term related to MLBB game and the meaning is limited. So, it does not use in other context.

From the characteristics above, the register **CC** is categorized as closed register because the meaning is fixed and also it is particular for MLBB in-game terms only.

c. First Blood

“first Blood picked up by Aura fire here “

Register **first blood** is categorized as closed register. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. The meaning of the register **first blood** limited

only for the first kill or hero elimination in a MLBB match. The term is an original term from MLBB and it has restricted meaning.

From the characteristics above, the register ***first blood*** is categorized as closed register because the meaning is fixed and also it is particular for MLBB in-game terms only.

d. Land of dawn

*“to ensure that he is gone from the **land of Dawn**”*

The register ***land of dawn*** is categorized as closed register. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. The meaning refers to the map or the battlefield location in MLBB universe. The term is an original term and only used in MLBB game. So, the meaning is restricted and only used in MLBB context.

Based on the characteristics, the register ***land of dawn*** is categorized as closed register because the meaning is fixed and also it is particular for MLBB in-game terms only.

e. Exp Lane

*“they need to play for that strong side **exp Lane** as much as possible”*

The register ***exp lane*** is categorized as closed register. According to Halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. The meaning of the register ***exp lane*** is restricted

to specific lane in MLBB which has special design to provide more exp to the hero who fill the lane. EXP is abbreviation of experience point which it is a specific term refers to MLBB only.

The register **exp lane** is categorized as closed register because the meaning is fixed and also it is particular for MLBB in-game terms only. There are also two more closed registers used by the English caster in MPL-ID Season 10 related to the lane in MLBB, those are **gold lane** and **mid lane**.

f. Valentina

*“onic has someone like the **Valentina** who can utilize”*

The register **valentina** is categorized as closed register. According to halliday (1994) closed register is a register that the meaning is limited and fixed by a specific context. The register are refers specific to MLBB heroes and it does not use in other context.

Based on the characteristics, the register **valentina** is categorized as closed register because the register has fixed meaning and it is particular for specific community that is MLBB. There are also others closed registers appear and used by the caster refers to specific heroes name in MLBB, those are: **ling, atlas, akai, irithel and Lolita**

g. Flicker

*“Facehugger forced him to use that **flicker**”*

The register **flicker** is categorized as closed register. According to halliday (1994) closed register is a register that the meaning is limited and

fixed by a specific context. The meaning of the register *flicker* refers to specific spell in MLBB which allow a hero who use the spell to teleport in short distance instantly. The term is an original term from MLBB in game context.

Based on the characteristics, the register *flicker* is categorized as closed register because the meaning and the field are restricted to MLBB only. There is also another closed register appears in MPL-ID Season 10, that is categorized as specific spell in MLBB term called *retribution*.

Based on the analysis above, the casters use a wide variety of registers. It can be seen from the use of both open and closed registers throughout the live tournament. The forms of the registers are also diverse, including words such as heroes, kite, lord; phrases such as, team fight, land of dawn, shutdown; as well as abbreviation such as, AOE and CC. It reflects the richness of linguistic variation used by the English casters in MPL-ID Season 10. The registers above demonstrate the identity of esports community especially MLBB community, which they use and share specialized terms between the members of the community where the specialized terms are diverse from other community.

B. Functions of the register Used by English Caster in MPL-ID Season 10

This section explains about the functions of the register use by English caster in MPL-ID Season 10. According to Halliday (in Nababan, 1986:42) there are 6 functions of register, consist of instrumental, interactional, personal, neurotic, imaginary and informational function. In this research, there are only two

functions used by English caster in MPL-ID Season 10, those are informational and personal function.

1. Informational Function

The casters provide information to the viewers, consists of fact, describe situation, and give explanation. Those characteristics are related to the function of the register, namely informational function. In this case the researcher found 16 data which is an informational function.

a. defend

*“ they are going to be able to **defend** a lot better ”*

The register defend is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **defend** refers to informational function.

From the utterance above, the register **defend** used by the caster to explain the situation during the match in an MLBB match. It specifically provides information about the team ability to protect their objective in the match. Therefore, the register defend reflects an information about explanation of specific situation.

b. Side lane

*“ these **side lanes** have had such a massive impact on getting the team with the victory here ”*

The register **side lane** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **side lane** refers to informational function.

From the utterance above, the register **side lane** is used by the caster to explain the situation during the match in an MLBB match. It specifically provides information about explanation of strategical information to the viewers. Therefore, the register **side lane** reflects an informational function about explanation of specific situation.

c. Waves

*“ they can try and manipulate the **waves** with the side lane ”*

The register **waves** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **waves** refers to informational function.

From the utterance above, the register **waves** is used by the caster to explain the possible strategy situation during the match for a team in specific situation to the viewers. Even though there is phrase “can try” which indicates a suggestion, but casters are not involved in the game and they are not available to give direct instruction. So, in this case the utterance categorizes as possibility of gameplay information. Therefore, the register **waves** reflects an informational function about explanation of specific situation.

d. Draft

*“ straight into the **draft** of game number one “*

The register **draft** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **draft** refers to informational function.

From the utterance above, the register **draft** is used by the caster to provide factual information. In this moment, the caster gives information to viewer regarding drafting phase. Based on the function characteristic, the register **draft** reflects an informational function about factual information.

e. Heroes

*“ they're just very comfortable using those select **Heroes** “*

The register **heroes** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **heroes** refers to informational function.

From the utterance above, the register **heroes** is used by the caster to provide factual information. In this moment, the caster gives information to viewer regarding heroes which the player familiar to use. Based on the function characteristic, the register **heroes** reflects an informational function about factual information.

f. Kite

*“ Alter Ego needs to be able to **kite** them down “*

The register **kite** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **kite** refers to informational function.

From the utterance above, the register **kite** is used by the caster to describe specific situation. In this moment, the caster describes a situation to viewers regarding possible strategy to use by a team. Based on the function

characteristic, the register **kite** reflects an informational function about describe specific situation.

g. Snowball

*“ because otherwise Onic Esports they're just gonna **snowball** from all be engaged that they have “*

The register **snowball** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **snowball** refers to informational function.

From the utterance above, the register **snowball** is used by the caster to give explanation. In this moment, the caster explains a specific situation which possible happen form a specific team to the viewers. Based on the function characteristic, the register **snowball** reflects an informational function about explains specific situation.

h. Outplay

*“ he is able to **outplay** and even get a solo kill against Nino “*

The register **outplay** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe

situation or give explanation. Based on the definition, the register **outplay** refers to informational function.

From the utterance above, the register **outplay** is used by the caster to provide factual information. In this moment, the caster gives information about specific moment in the MLBB match. Based on the function characteristic, the register **outplay** reflects an informational function about fact information.

i. Sandwiched

*“ he's gonna be **sandwiched** in “*

The register **sandwiched** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **sandwiched** refers to informational function.

From the utterance above, the register **sandwiched** is used by the caster to describe possible situation. In this moment, the caster describes a situation to viewers regarding possible situation is going to happen in the match. Based on the function characteristic, the register **sandwiched** reflects an informational function about describe situation.

j. Lord

*“ Aura Fire look to go for the enhanced **Lord** in the 12th minute of the game “*

The register **lord** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **lord** refers to informational function.

From the utterance above, the register **lord** is used by the caster to provide factual information. In this moment, the caster gives information about specific moment in the MLBB match. Based on the function characteristic, the register **lord** reflects an informational function about fact information.

k. AOE

“ even clay with the long range with the AOE is unable to match “

The register **AOE** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **AOE** refers to informational function.

From the utterance above, the register **AOE** is used by the caster to provide factual information. In this moment, the caster gives information about factual condition about a player capability unable to equal the

opponent. Based on the function characteristic, the register **lord** reflects an informational function about fact information.

l. CC

“ *when Albert doesn't get cc* he just goes all around dealing a lot of damage “

The register **CC** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **CC** refers to informational function.

From the utterance above, the register **AOE** is used by the caster to provide explanation about gameplay condition. In this moment, the caster explains about a player when he does not get any stuns the player can maximize his damage. Based on the function characteristic, the register **lord** reflects an informational function about give explanation.

m. First blood

“ *first Blood* picked up by Aura fire here “

The register **first blood** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **first blood** refers to informational function.

From the utterance above, the register ***first blood*** is used by the caster to provide factual information. In this moment, the caster gives information about factual condition about situation happens in the MLBB match. Based on the function characteristic, the register ***first blood*** reflects an informational function about fact information.

n. Land of dawn

*“ to ensure that he is gone from the ***land of Dawn*** “*

The register ***land of dawn*** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register ***land of dawn*** refers to informational function.

From the utterance above, the register ***land of dawn*** is used by the caster to provide factual information. In this moment, the caster gives information about an elimination already happened in the MLBB match. Based on the function characteristic, the register ***first blood*** reflects an informational function about fact information.

o. Gold Lane

*“ if they ban one more ***gold laner*** there's still so many available “*

The register ***gold lane*** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the

register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **gold lane** refers to informational function.

From the utterance above, the register **gold lane** is used by the caster to provide factual information. In this moment, the caster gives information about current draft phase situation in MLBB match to viewers. Based on the function characteristic, the register **gold lane** reflects an informational function about fact information.

p. Valentina

*“onic has someone like the **Valentina** who can utilize “*

The register **valentina** is categorized as informational function. According to Halliday (in Nababan, 1986: 42), informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **valentina** refers to informational function.

From the utterance above, the register **valentina** is used by the caster to provide factual information. In this moment, the caster gives information about specific hero capability in specific MLBB match. Based on the function characteristic, the register **valentina** reflects an informational function about fact information.

2. Personal Function

The casters also use their personal feeling, thought and emotion during the live commentary in MPL-ID Season 10. Those characteristics are related to personal function of register. In this case the researcher found 2 data refers to personal function of register.

a. Shutdown

“ an amazing flashy play from rrq but it leads to Aura fire getting a shutdown “

The register **shutdown** is categorized as personal function, but followed by informational function. According to Halliday (in Nababan, 1986: 42), personal function is the register function which the language is used to express personal thoughts, feelings, and experiences, while informational function is the register function which the language is used to give information to others. In this context, the purpose of the register is to communicate facts, describe situation or give explanation. Based on the definition, the register **shutdown** refers to both personal and informational function.

From the utterance above, the register **shutdown** is used by the caster to provide factual information, but before the caster provide the information it starts with caster personal thought, shows in the phrase “ *an amazing flashy play* “. Based on the function characteristic, the register **shutdown** in

this context reflects a personal function followed by an informational function about factual information.

b. Team fight

*“ it was a beautiful, beautiful **team fight** “*

The register **team fight** is categorized as personal function. According to Halliday (in Nababan, 1986: 42), personal function is the register function which the language is used to express personal thoughts, feelings, and experiences. In this context, the register appears with caster personal expression. Based on that category, the register **team fight** refers to personal function.

From the utterance above, the caster mention about the battle already happened before, rather than give factual information, the caster shows an expression form his personal feeling in the form of appreciation or admiration. It can be seen from the word “ beautiful ”. Therefore, the register **team fight** reflects a personal function about caster personal feelings.

The analysis above shows that there are only two functions used by the casters during the tournament, those are informational and personal function. This finding is in line with the primarily role of the caster in MPL-ID Season 10, which is to provide the factual information to the audience. At the same time, the caster also required to build excitement and the hype during the match.

C. Situational Context of Registers

This section explains how the SFL consist of field, tenor and mode, construct the meaning of the registers. According to halliday (2014), field is related to what is happening in the situation, what is the nature of the activity and what the domain of the activity related to the subject matter or the topic, tenor related to who is involved when the registers are used in the situation and mode related to refers to the channel or medium.

1. Defend

*“they are going to be able to **defend** a lot better”*



Source: <https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p> 1:14:34

In this context, the register **defend** refers to player specific act of protecting their objective in MLBB. The meaning is mainly influence by field. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of this register occurs within a MLBB match. The situation where the caster gives information about the condition

which one of the team already lose a lot of their objective. It can be seen from the picture above, particularly on the minimap in the upper left corner. The picture shows that aura fire has a significant advantage in term of objective such as, turret, lord and turtle. In contrast, the opponent, Alter Ego Esport, has lost many objectives, especially turrets. However, Aura fire is very struggling to end the game because the losing team has very good composition heroes to defend. In this moment the register is used by the caster to mention the condition when a team defends their objective to hold the enemy to win the game.

Tenor: The tenor of this utterance involves the relationship between the caster and the viewers during the live broadcast. The caster functions as an expert commentator whose role is to analyze the match, explain game situations, and provide information to the audience. Meanwhile, the viewers act as recipients of the information. Although there is no direct interaction between the caster and the viewers, the communication remains effective because both parties share a common interest in the match. The caster assumes that the audience possesses at least basic knowledge of MLBB terminology and gameplay mechanics. This assumption is evident from the use of the register *defend* without any additional explanation or definition. If the audience were unfamiliar with the game, the caster would

likely need to provide further clarification. Therefore, the audience allows the register to be used naturally and efficiently by the casters. Furthermore, the tenor also reflects the communicative purpose of the caster. Rather than merely describing events, the caster seeks to guide the audience's understanding of the match by interpreting what is happening on the screen. In this utterance, the caster uses *defend* to evaluate a team's ability to survive pressure from the opposing side. As a result, the register not only conveys information but also demonstrates the caster's expertise and authority in analyzing gameplay situations. The viewers rely on this expertise to better understand the strategic implications of the match.

Mode: The mode of this utterance is spoken language delivered through a live YouTube broadcast. The communication occurs in real time while the match is taking place, meaning that the caster must provide information quickly and continuously. Unlike written communication, which allows more time for explanation and revision, live commentary requires immediate language production. Consequently, the caster tends to use concise and efficient expressions that can be easily understood by the audience.

Also, in MPL-ID Season 10, the caster and viewers share the same visual context. Both parties are watching the match simultaneously, allowing the caster to use registers such as *defend* without explicitly describing every detail of the situation. The audience can

immediately connect the register to the events occurring on the screen. This shared visual environment requires the caster to use faster communication. In addition, live esports commentary is highly dynamic because game situations can change within seconds. The caster must rapidly shift between describing actions, analyzing strategies, and building excitement for the audience. Therefore, the spoken and real-time nature of the communication encourages the use of short and familiar registers such as *defend*. The mode thus contributes to the construction of the register's meaning by prioritizing speed, efficiency, and audience comprehension during the live broadcast.

Based on the analysis above, the register meaning, in the MLBB context refers to player specific act of protecting their objective in MLBB. The meaning primarily influenced by the field, within MLBB match makes the meaning different from casual conversation meaning. Further supported by tenor which shows the caster role as an expert and the audience who share the background knowledge determine the register is used in effective way, because the caster does not need to explain the meaning to the audience through the live tournament. Also, mode shows how the registers are delivered, which in MPL-ID Season 10 are spoken through a real-time livestream. It means that the casters should use concise, efficient, and easily recognizable registers to communicate information quickly.

2. Team Fight

“it was a beautiful, beautiful *team fight*”



Source: <https://www.youtube.com/live/jqdTZKYUTHk?si=IxiQU9uraQ4skkE/1:51:49>

In this context, the register *team fight* refers to a battle involving more than one member in the same area in a MLBB match. The meaning is mainly influence by field. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of this register occurs within a MLBB match. The situation where after a battle happened involving both of the team. It shows at the picture above, which on the left side shows that RRQ Hoshi team already lose 4 members, which it is the impact after the team fight that already happened. This is the moment the caster uses the register *team fight*, to mention the battle that is already happened before.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the

context. Shows by no further explanation from the caster about the register.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen. It needs efficient and fast pace communication.

The register meaning, in the MLBB context refers to a battle between both of the teams who are competing, involving many members in the same area. The meaning primarily influenced by the field, within MLBB match. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

3. Side Lane

*“ these **side Lanes** have had such a massive impact on getting the team with the victory here “*



Source: <https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:00:26>

In this context, the register **side lane** refers the top and/or the bottom lane in MLBB. The meaning is mainly influence by field. How does the

situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of this register occurs within a MLBB match. Especially, it happened in drafting phase, when the caster do an analysis about the possible gameplay happen in the game. The situation where both team anticipate the gold and exp laner from each team by bans the hero who usually fill the side lane, as shows on the picture above the banning heroes. This is the moment when the register is used by the caster refers to the both lanes.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context. Shows by no further explanation from the caster about the register.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen. It needs efficient and fast pace communication.

The register meaning, in the MLBB context refers to specific bottom or top lane in MLBB. The meaning primarily influenced by the field, within MLBB match. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

4. Waves

*“ they can try and manipulate the **waves** with the side lane “*

In this context, the register **waves** refers to a group of minion monsters spawn periodically and move along the lane to attack the objective in MLBB match. The meaning is mainly influence by field. How the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of this register occurs within a MLBB match. The situation where a group of the minion monster was attacking one of the team objectives. This is the moment when the caster uses the register **waves** refers to those specific group of monsters.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context. Shows by no further explanation from the caster about the register.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen. It needs efficient and fast pace communication.

The register meaning, in the MLBB context refers to a group of minion monsters spawn periodically and move along the lane to attack the objective. The meaning primarily influenced by the field, within MLBB match. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

5. Victory

*“ these side Lanes have had such a massive impact on getting the team with the **victory** here “*

In this context, the register **victory** refers to a specific moment where one of the team successfully destroy the main objective in MLBB match. The meaning is mainly influenced by field. How the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of this register occurs within a MLBB match. The situation is when the caster gives an analysis about the condition in the MLBB match, where one of the team has better heroes compositions. After that, the caster mention it was the key of the team to get victory.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context. Shows by no further explanation from the caster about the register.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen. It needs efficient and fast pace communication.

The register meaning, in the MLBB context refers to specific moment where one of the team successfully destroy the main objective in

MLBB match. The meaning primarily influenced by the field, within MLBB match. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

6. Draft

*“ straight into the **draft** of game number one “*

In this context it has different and restricted meaning. This is caused by the influence of the field which mainly shapes the meaning of the register. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of this register occurs within a MLBB match. The situation take place at the beginning of the match, when both teams were about to enter the character selection and ban phase. During this phase, both teams were required also to formulate strategy and the gameplay based on the selected and banned hero. At this point, the register emerged and was spoken by the caster to denote that specific situation. Therefore, the register **draft** can be interpreted as a strategy when the team selects and bans heroes.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context. Shows by no further explanation from the caster about the register.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen. It needs efficient and fast pace communication.

From the analysis above, the register ***draft*** refers specifically to pick and ban phase before entering the match in MLBB game. The meaning is primarily construct by the field which determine the context and supported by tenor and mode to highlight the relation between the caster who take the role as an expert to audience who has the same context understanding. Also deliver in an efficient and real-time communication.

7. Heroes

*“ they're just very comfortable using those select **Heroes** “*



In this context it has different and restricted meaning. This is caused by the influence of the field which mainly shapes the meaning of the register. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Feld: The context of this register occurs within an E-sport MLBB match.

The register **heroes** appears in the condition where the players already pick their characters and the register used by the caster to denote the characters in MLBB game. Further, In the context of similar MOBA games, each game has their own specific register for referring to in-game character, for example, **champions** in LOL and Wild rift.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis, the register **heroes** meaning is restricted and specifically refers to in game character in MLBB. It constructed through the field, which related to MLBB game context. Further supported by the tenor and mode refer to the caster as an expert role and spoken in real time commentary in a livestreaming to viewers.

8. Kite

*“ Alter Ego needs to be able to **kite** them down “*

In this context it has different and restricted meaning. This is caused by the influence of the field which mainly shapes the meaning of the register. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Feld: The context of this register occurs within an E-sport MLBB match.

The situation where Alter Ego (an esports team) was in under pressure situation. In this context, the register **kite** is used by the caster as suggestion for Alter ego to hit and run or damaging the enemy while avoiding damage. It aims to minimize the risk and weaken the enemy to shorten the gap.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

The meaning of the register **kite** is fixed refer to hit and run or pull and retreat strategy used to dealt damage to enemy while avoiding enemy's engagement in a war situation in MLBB. It is constructed by the field, reflect the high pressures gameplay in MLBB match. Supported by tenor and mode, which shows the caster as an expert and spoken real time in youtube livestreaming.

9. Snowball

“ because otherwise Onic Esports they're just gonna **snowball** from all be engaged that they have “



In this context it has different and restricted meaning. This is caused by the influence of the field which mainly shapes the meaning of the register. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in MLBB match. The situation is when one of the teams takes the leading position, in terms of gold, kills, and objective from the early phase. In this situation, the register is used by the caster after mentioning the losing team what they must do to stop the leading team domination. Because if the losing team do not stop the advantage from the enemy, they are going to be more far leading (**snowball**).

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

From the analysis above, the register *snowball* refers to specific situation where a player/team is in leading position and going to expand as the gameplay develop. The meaning primarily constructs by the field, which refers to specific condition in MLBB match and Support by tenor and mode, which shows the caster as an expert and spoken real time in youtube livestreaming.

10. Shutdown

“an amazing flashy play from rrq but it leads to Aura fire getting a shutdown”



Source : <https://www.youtube.com/live/jqdTZKYUTHk?si=IxiQU9uraQ4skkE/1:35:07>

In the context of MLBB it has different meaning. It is primarily influenced by the field who shape the meaning of the register. How does the

situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation is when both of teams are in a team fight condition. In this moment, there is a player who has 3 kill-streak is killed by the opponent team. The caster uses the register **shutdown** which refers to that specific moment.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the meaning of the register **shutdown** refers to specific moment when the player who has 3 or more kill-streak is neutralized. The meaning primarily influenced by the field as MLBB specific in-game terms. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

11. Outplay

*“ he is able to **outplay** and even get a solo kill against Nino “*



Picture 1 outplay (before)

Picture 2 outplay (after)

In this context it has different and restricted meaning. This is caused by the influence of the field which mainly shapes the meaning of the register. How the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in MLBB match. The register is used by the caster in after match review moment, where the casters talk about one-on-one situation between a player and his opponent, which the player can overturns the disadvantage situation even take advantage by killing his opponent (**outplay**). For example is shown at the pictures above, when a player was being ganged by two enemies but the player can still survive even kills all the enemies.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the register **outplay** refers to specific moment when a player overturns a losing situation and take advantage through mechanical skill or smart decision making. The meaning is primarily construct by the field, which highlight specific moment in a mlbb match situation. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

12. Sandwiched

“ he's gonna be **sandwiched** in “



Source : <https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:19:34>

In the context of MLBB it has different meaning. It is primarily influenced by the field who shape the meaning of the register. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The register is used by the caster in an intense and chaos war situation. In that situation, there is a player who under attack by the enemy team. The player are attacked from multiple direction, as shows on the picture above, including flanking maneuver and it creates sandwich position. It is where the register **sandwiched** is used by the caster refers fixed and restricted to that situation.

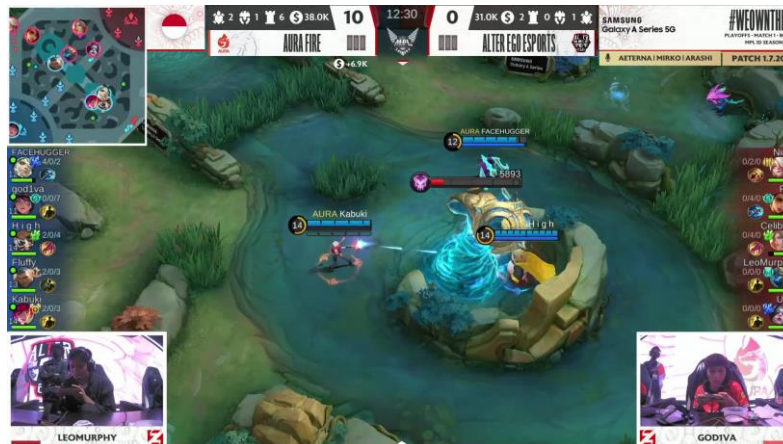
Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the register **sandwiched** refers to specific moment when a team attack the opponent from multiple directions. The meaning is primarily construct by the field, which highlight specific moment in a mlbb match situation. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

13. Lord

*“ Aura Fire look to go for the enhanced **Lord** in the 12th minute of the game “*



Source : <https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:16:04>

In the context of MLBB it has different meaning. It is primarily influenced by the field who shape the meaning of the register. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation is in a war situation, where one of the team successfully forces the opponent team to retreat and control the game situation. After that, the team who dominates and control the map advances to the objective monster located in the middle of the map in order to secure it. In this moment, the register **lord** is used by the caster refers to the specific monster as shows on the picture.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the register **lord** refers to specific objective monster who provides benefit to push the opponent base to finish and win the game. The meaning is primarily influenced by the field as specific in-game term. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

14. AOE

*“ even clay with the long range with the **AOE** is unable to match “*

In MLBB context, the meaning of the register **AOE** restricted to heroes in MLBB who have an attack ability to hit more than one enemy or target. The meaning of the register **AOE** is influenced primarily by the field. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation when the register is used by the caster is when the caster shows the statistic of the total damage dealt by each heroes. In this context, a particular hero demonstrates lower damage output compared to the opposing heroes. This hero is characterized as an **AOE hero**, whose abilities are designed to inflict damage across multiple targets rather than

delivering high burst damage to a single opponent. It is at this point that the register *AOE* is spoken by the caster to refer specifically to the hero's capability of performing area-based attacks.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the register *AOE* refers to specific hero who has an area-based attack. The meaning primarily influenced by the field as MLBB specific in-game terms. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

15. CC

“when Albert doesn't get cc he just goes all around dealing a lot of damage”

In MLBB context, the meaning of the register *CC* restricted to specific skills or ability to stops or reduce enemy heroes movements or cancel or deny enemy heroes skill who owned by certain heroes in MLBB.

The meaning of the register *CC* is influenced primarily by the field. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation occurs in the middle of the match. In this context, the caster explains the hero composition from one of the team, where the caster mention that the team is lack of **CC**. After that, the caster mentions specific hero who has **CC** skill called *Wild charge*. It is skill owned by specific hero to stun and knock-up enemy. From that situation, it means that **CC** refers to specific stun skill owned by specific MLBB heroes.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the register **CC** refers to specific skill who the function is to stun enemy heroes. The meaning primarily influenced by the field as MLBB specific in-game terms. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

16. First Blood

“ ***first Blood** picked up by Aura fire here* “



Source : <https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p>/1:06:52

The meaning of the register *first blood* limited only for the first kill or hero elimination in a MLBB match. How the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in MLBB match. It occurs at the beginning of the match, when the first kill is obtained in the match by one of the team who is competing. This is the moment when register is used by the caster by mentioning the first kill with the register *first blood*.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

From the analysis above, the register ***first blood*** has the meaning of the first elimination achieved in a MLBB match. The meaning primarily constructs by the field as specific event in MLBB match. Supported by tenor and mode, which shows the caster as an expert and spoken real time in youtube livestreaming.

17. Land of Dawn

*“ to ensure that he is gone from the ***land of Dawn*** “*

In MLBB context, the meaning of the register ***land of dawn*** is fixed refers to the map or the battlefield location. The meaning of the register ***land of dawn*** is influenced primarily by the field. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. In this context, the register is used by the caster in a moment where there is a player who got eliminated and the caster give information to the viewer that the player is gone from the ***land of dawn***.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the register *land of dawn* refers specifically to the location of the battlefield. The meaning primarily influenced by the field as MLBB specific in-game terms. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

18. EXP Lane

*“they need to play for that strong side **exp Lane** as much as possible”*

In MLBB context, the meaning of the register *exp lane* restricted to specific lane in MLBB which has special design to provide more exp to the hero who fill the lane. The meaning of the register *exp lane* is influenced primarily by the field. How does the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation is where in the middle of the game, the caster give analysis about the gameplay condition in the MLBB match, which the caster mention about specific lane in the game. In this moment the register is used by the caster to mention that specific lane. Based on the situation, the register *exp lane* refers to specific lane in MLBB.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

Based on the analysis above, the meaning of the register **exp lane** refers only to specific lane designed to provide more exp for the heroes who fill the lane in MLBB. The meaning primarily influenced by the field as MLBB specific in-game terms. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

19. Valentina

*“onic has someone like the **Valentina** who can utilize”*

In MLBB context, the meaning of the register **valentina** refers to specific hero in MLBB. In the context of MLBB the register has restricted meaning. It is primarily influenced by the field who shape the meaning of the register. How the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation is in a match, where the caster mentions the hero used by the player and called it with the specific heroes name.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

From the analysis above, the register **valentina** refers to specific hero name in MLBB. The meaning is primarily influenced by the field as specific in-game term. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

20. Flicker

*“Facehugger forced him to use that **flicker**”*

In MLBB context, the meaning of the register **flicker** refers to specific spell in MLBB which allow a hero who use the spell to teleport in short distance instantly. Although, the term **flicker** exists in casual language, however in the context of MLBB the register has restricted meaning also it is restricted to MLBB in-game term only. The meaning of the register **flicker** is primarily influenced by the field. How the situational context, consist of field, tenor, and mode construct the meaning of the register are explained below:

Field: The context of the register is in a MLBB match. The situation is after both of the teams who are competing made a contact, where one of the players has to use his spell to avoid him from elimination. The spell used by the player is specific spell who allows him to teleport

instantly. This is the moment where the caster uses the register *flicker* which refers to that specific spell.

Tenor: The utterance is delivered by caster as an expert to viewers where the caster assume that the viewers already have knowledge of the context.

Mode: Spoken live via youtube livestreaming where the caster and viewers watch the same real-time screen.

From the analysis above, the register *flicker* refers to specific spell who allows the hero who uses the spell to teleport instantly. The meaning is primarily influenced by the field as specific in-game term. Further supported by tenor and mode which show the caster who take the role as an expert and spoken real time in youtube livestreaming.

D. Discussion

Based on the analysis, the researcher found 28 registers used by the English casters in MPL-ID Season 10. According to Halliday (1994), register divided into two types those are open and closed register. In this study, the researcher found 13 open registers and 15 closed registers. Based on the data above. 13 open registers are used by the casters, these registers are marked with several characteristics, such as use common language and also used in various context or community. As an example, the registers *defend*, *attack*, or *team fight*. Those registers are used in common language and does not need specific background knowledge to understand the

meaning. From the 13 open registers, the researcher categorizes 8 as open register with restricted meaning. The reason is because these register characteristics lie between open and closed register. More specifically, these registers are used in various community or context background. It means the register is not particularly from MLBB context, which this characteristic is related to open register, however the meaning of these registers are restricted, which related to closed register. For an example, the register ***shutdown*** this register used in various background, for example in IT, the meaning of the register is to turn off the computer. However, in the context of MLBB field, the register meaning is limited to specific moment in MLBB match where an elimination is occurred to a player a who has 3 or more kills streak. This research also found 15 closed registers used by English caster in MPL-ID Season 10. Closed register is a register who has a specific meaning and restricted to particular community. The examples of closed registers used by English casters in MPL-ID Season 10 are ***CC, AOE, Flicker, EXP Lane, Land of Dawn*** and ***Valentina***. These registers are specifically refer to MLBB context only, also the meaning of those registers are fixed and limited. This is due to the fact that the registers constitute lexical terms specific in MLBB itself, such as technical terminology, strategies, item, in game characters name or skill name. In term of function, in this research, the researcher identified only two function, namely informational and personal function. Informational function highly dominant use by the caster, as the researcher found in total 17 registers used as informational function.

According to Halliday (in Nababan 1986:42), informational function refers to the use of language to convey news or information to others. In this context, the registers are used by the casters to provide factual information, give explanations, or describe situation occurring in the game to the audience. This aligns with the primary role or job of the casters, which is to deliver information and explain what is happening in the game live to the audience. Also, the researcher found 2 registers that serve as personal function. According to Halliday (in Nababan 1986:42), personal function involves expressing personal feeling or attitude. In this context, casters convey their personal feelings, such as giving praise or expressing excitement toward specific event. This demonstrates that, beyond delivering factual information, casters are also expected to create a more engaging atmosphere. From the analysis above also shows that, the field mostly influenced the meaning of the register used by the casters in MPL-ID Season 10. The main context of the register is Mobile Legend: Bang-Bang game. Not only that, mode and tenor also support the construction of the register which from the tenor and mode shows that the casters take the role as an expert and assume the viewers have same background knowledge. It makes the register that is used by the caster do not have further explanation specifically about the meaning. Also, the registers are utterance in live streaming which the caster and viewer watch the same moment in real-time screen. This is the reason why the register form used by the caster appeared in efficient language.

The findings show that the registers used by the casters are varies. It shows by the open and closed registers used by the English casters. The linguistics forms of the registers also different, consist of word, phrase and abbreviation demonstrating the richness and complexity of the registers in MPL-ID S10. For the functions, in this study only found 2 functions consist of informational and personal functions. These functions are appropriate with the main job of the casters which to provide information of the live tournament and also to boost the hype of the match to the audience. Last findings of the study are the registers meaning are mainly influenced by the field of the register. The field of the registers show the most noticeable different meaning between the register meaning and the meaning in other contexts. In this study also shows that the tenor of the registers indicates that the casters are able to use the registers efficiently in delivering information. This is due to the relationship between the casters and the audience who have the same background knowledge. The study also shows the language style of the casters. Mode of the registers reveal that the casters are requires to deliver information quickly, clear, efficient and concisely. The reason is because the nature of the communication which in live and real time broadcast. Tenor and mode of the registers reveal one of the benefits of the register, that is registers are able to make the communication between the casters and the audience efficient, because the speakers and listeners share the background knowledge.

Previous studies of the registers show fundamental similarities, particularly in the form and functions of the registers. However, differences begin to emerge how the data is obtained and analyzed. Studies by Marpaung (2019) and Sintiadi (2021), for example examine registers in online shopping community through social media, which is more structured reflective and less bound by time pressure. In contrast, this is very different from live commentary, which occur in real-time and high-pace situation.

Furthermore, the previous research about registers in various professions, such as Indriyani (2008) and Herbel-Eisenmann (2015) reveal the form of the register is used to show the identity, which the findings are similar with this study because the MLBB community also use and share specialized terms between the members.

Meanwhile, there are also studies who reveal the function of registers. The study conducted by Haryani & Putry (2021) examines registers in photographer profession. The study shows there are two functions of the register, consist of registers used to facilitate their communication and registers used to make efficient the communication. The study conducted by Lewandowsky (2012), examine registers used by sport commentators. The findings also reveal the register function is to shorten the communication. These findings are relevance with this study, because in this study the registers also use to shorten and to make the communication efficient. However, not only that, in this study also reveal the other function of registers which is different from the previous studies, that is personal

function. This function is very crucial in casters field, beside to provide information to the audience in efficient and quick communication style, but the casters also require to hype the match.

Lastly, studied about SFL and registers are conducted by Gebhard & Accusso (2020) and Christie (2004) the findings examine that register meaning are influenced by the situational context. The findings are similar with this study because the meaning of the registers used by casters in MPL-ID S10 are influenced by the context that is MLBB game.

The findings imply that registers plays a significant role in esports communication, which it help caster to deliver communication efficiently, create hype during the match, also strengthen the status between the caster and the audience who share similar background knowledge. So, without the registers the casters may encounters difficulty to deliver communication in quick and efficient communication due to the real time livestream and high pace of the tournament. Furthermore, the registers also used to show the identity of esports community, because the members use specialized terms that reflect the MLBB community characteristics and share the same background knowledge between the members.

CHAPTER V

This chapter contains about conclusions and suggestions from the research.

A. Conclusion

This study examined the registers used by English casters in MPL ID Season 10, focusing on their types, functions, and meaning construction. In total, 27 registers are found in this study. The findings show that both open and closed registers are used in a relatively balanced way. Open registers tend to employ more general vocabulary that is accessible to a wider audience, while closed registers are more technical and specific to the esports domain, particularly Mobile Legends gameplay.

In addition, the study identified a subset of open registers with restricted meaning. These registers linguistically appear open, as they use common vocabulary, but their meanings become specialized within the esports context. This indicates that the boundary between open and closed registers is not rigid but exists on a continuum influenced by context.

Regarding function, only two functions were found: informational and personal. The informational function is dominant, as casters primarily use language to convey real-time game information, explain strategies, and describe ongoing events. The personal function appears when casters express emotions, build engagement, or create a connection with the audience. Other functions proposed in theoretical frameworks do not appear, likely because the primary role

of casters is to deliver clear, efficient, and engaging commentary rather than the other roles.

Finally, the analysis reveals that the meaning of registers is strongly influenced by the field. The esports context, particularly the fast-paced nature of live matches, shapes how registers are used and interpreted. Casters tend to deliver meaning efficiently and contextually, ensuring that the audience can quickly understand the situation despite the rapid flow of information.

Overall, this study highlights that register use in esports casting is dynamic, context-dependent, and functionally driven, with meaning construction closely tied to the field of discourse.

B. Suggestion

The researcher concluded that there are still limitations in this study, where the researcher only found informational and personal functions of the register. It is caused by the researcher only focus through caster utterances in MPL-ID Season 10. So, instrumental, interactional, neurotic and imaginary functions were not found. Further research is recommended to explore different game or different theory, such as: Martin Joos theory to reveal more complex and show other unique registers that develop in gaming communities.

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CURRICULUM VITAE



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APPENDIX

No.	register	utterance	source
1.	defend	they are going to be able to defend a lot better	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:14:34/V1
2.	Team fight	it was a beautiful, beautiful team fight	https://www.youtube.com/live/jqdTZKYUTHk?si=Ix iQU9uraQ4skkE/1:51:49/V2
3.	Side lane	these side Lanes have had such a massive impact on getting the team with the victory here	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:00:26/V2
4.	waves	they can try and manipulate the waves with the side lane	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:16:23/V1
5.	victory	these side Lanes have had such a massive impact on getting the team with the victory here	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:00:26/V1
6.	draft	straight into the draft of game number one	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/54:49/V1
7.	heroes	they're just very comfortable using those select Heroes	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/55:44/V1
8.	kite	Alter Ego needs to be able to kite them down	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/55:44/V1

			qouYyd8YY2J5p/59:46/V1
9.	snowball	because otherwise Onic Esports they're just gonna snowball from all be engaged that they have	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:18:29/GF
10.	shutdown	an amazing flashy play from rrq but it leads to Aura fire getting a shutdown	https://www.youtube.com/live/jqdTZKYUTHk?si=IxiQU9uraQ4skkE/1:35:07/V2
11.	outplay	he's able to outplay and even get a solo kill against Nino	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:22:39/V1
12.	sandwiched	he's gonna be sandwiched in	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:19:34/GF
13.	lord	Aura Fire look to go for the enhanced Lord in the 12th minute of the game	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:16:04/V1
14.	AOE	even clay with the long range with the AOE is unable to match	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:24:37/GF
15	CC	when Albert doesn't get cc he just goes all around dealing a lot of damage	https://www.youtube.com/live/jqdTZKYUTHk?si=Ixi-QU9uraQ4skkE/1:34:25/V2
16	First blood	first Blood picked up by Aura fire here	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/1:06:52/V1

17	Land of dawn	to ensure that he is gone from the land of Dawn	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:26:55/GF
18	Gold lane	if they ban one more gold laner there's still so many available	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/59:51/V1
19	atlas	the Fatal links from the atlas	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:13:55/GF
20	valentina	onic has someone like the Valentina who can utilize	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:07:12/GF
21	retribution	that retribution is just absolutely on point	https://www.youtube.com/live/Cz4b2SWNR2o?si=l7qouYyd8YY2J5p/6:02:37/V1
22	Exp laner	that is the last celebrated job for of an exp laner right making sure that there's pressure on the map	https://www.youtube.com/live/jqdTZKYUTHk?si=Ixi-QU9uraQ4skkE/1:15:38/V2
23	Exp lane	they need to play for that strong side exp Lane as much as possible	https://www.youtube.com/live/jqdTZKYUTHk?si=Ixi-QU9uraQ4skkE/1:31:11/V2
24	flicker	Facehugger forced him to use that flicker	https://www.youtube.com/live/jqdTZKYUTHk?si=Ixi-QU9uraQ4skkE/1:31:11/V2

			i- QU9uraQ4skkE/1 :29:45/V2
25	Mid lane	Trying to replace someone like lemon perhaps in that mid lane	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:12:19/GF
26	ling	Kairi feeling confident picks up that Ling	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:03:02/GF
27	lolita	he goes for the Lolita instead here another form of that counter with the shield	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:06:36/GF
28	irithel	as well as that irithel this is gonna be a massive help	https://www.youtube.com/live/M9F2oBrsUNk?si=W7tfi-VFDOUeESMQ/1:09:54/GF